VRay 完整教学

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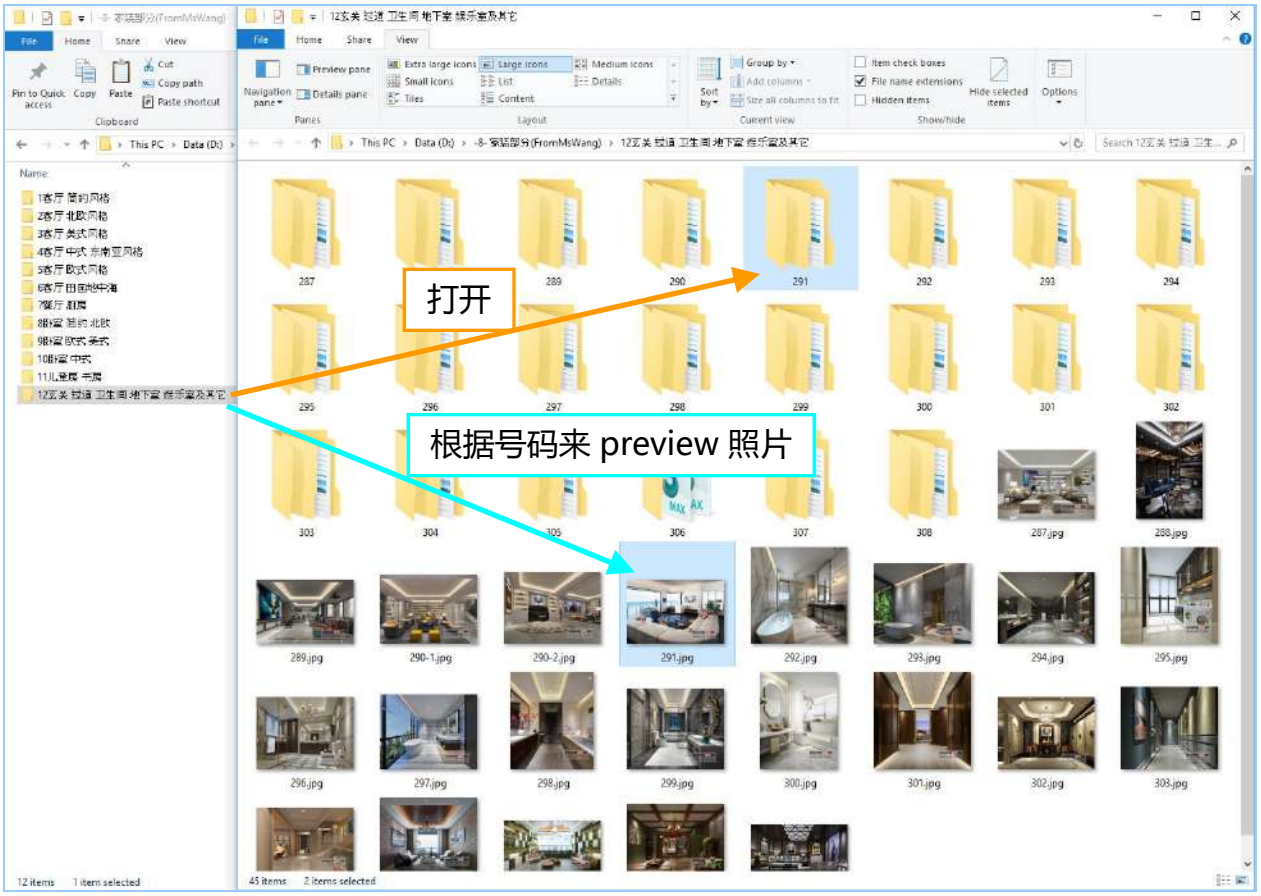
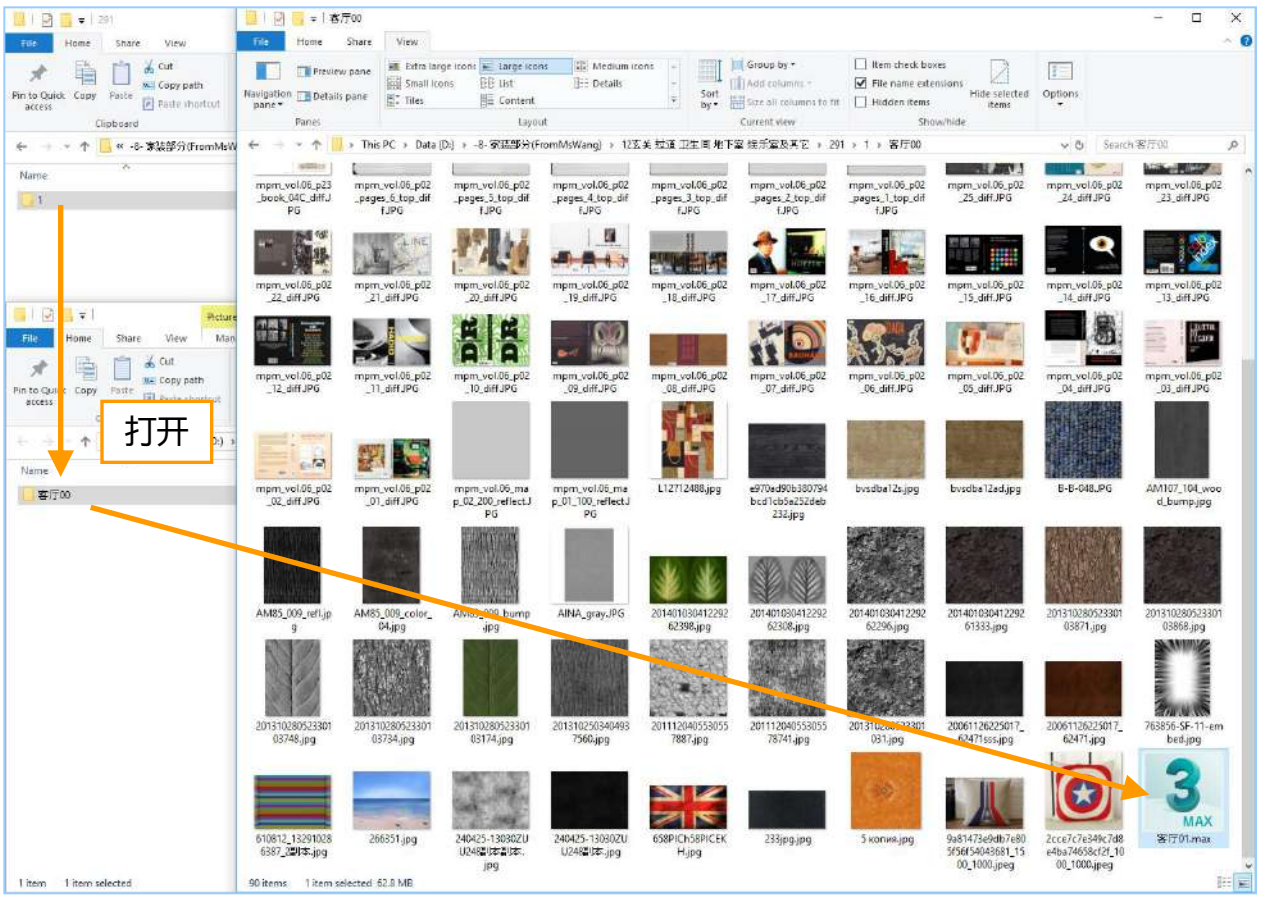
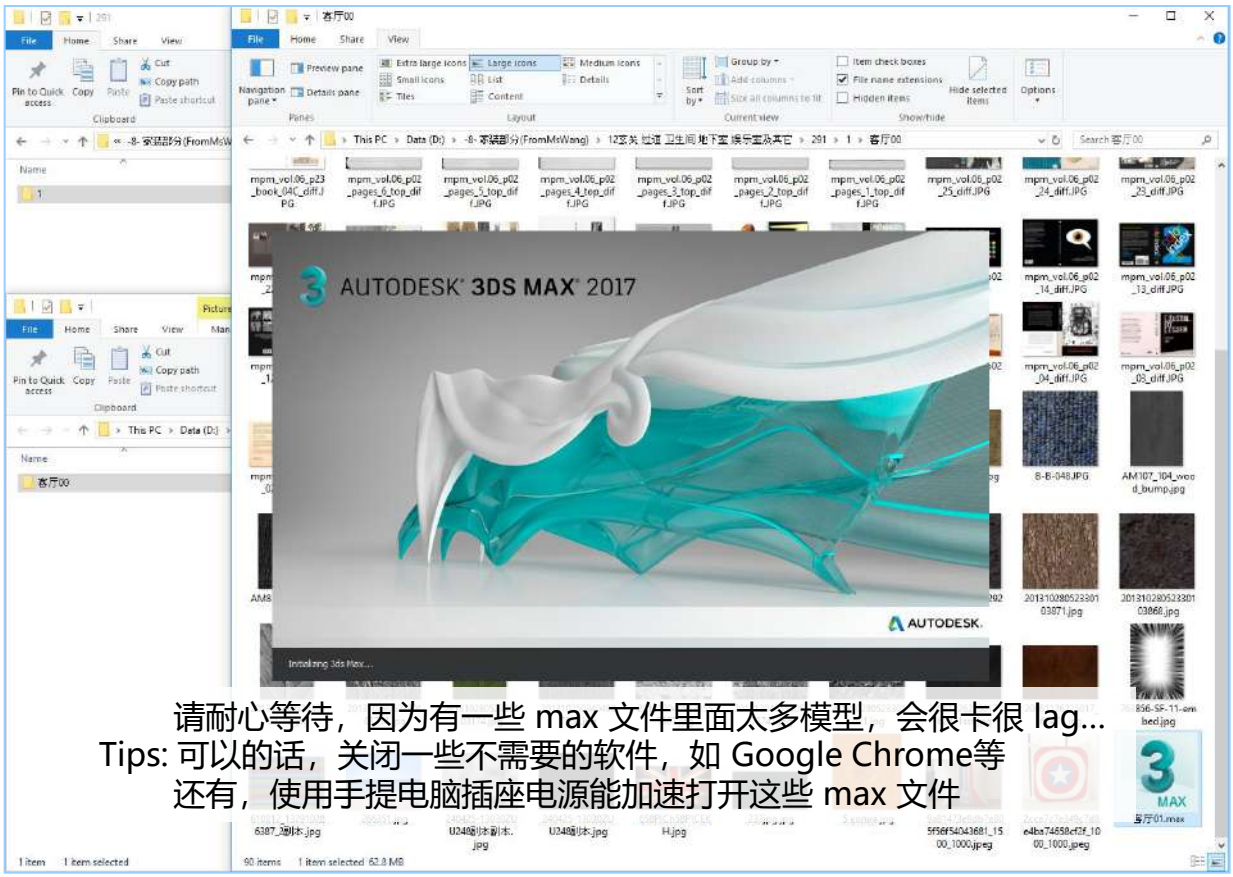
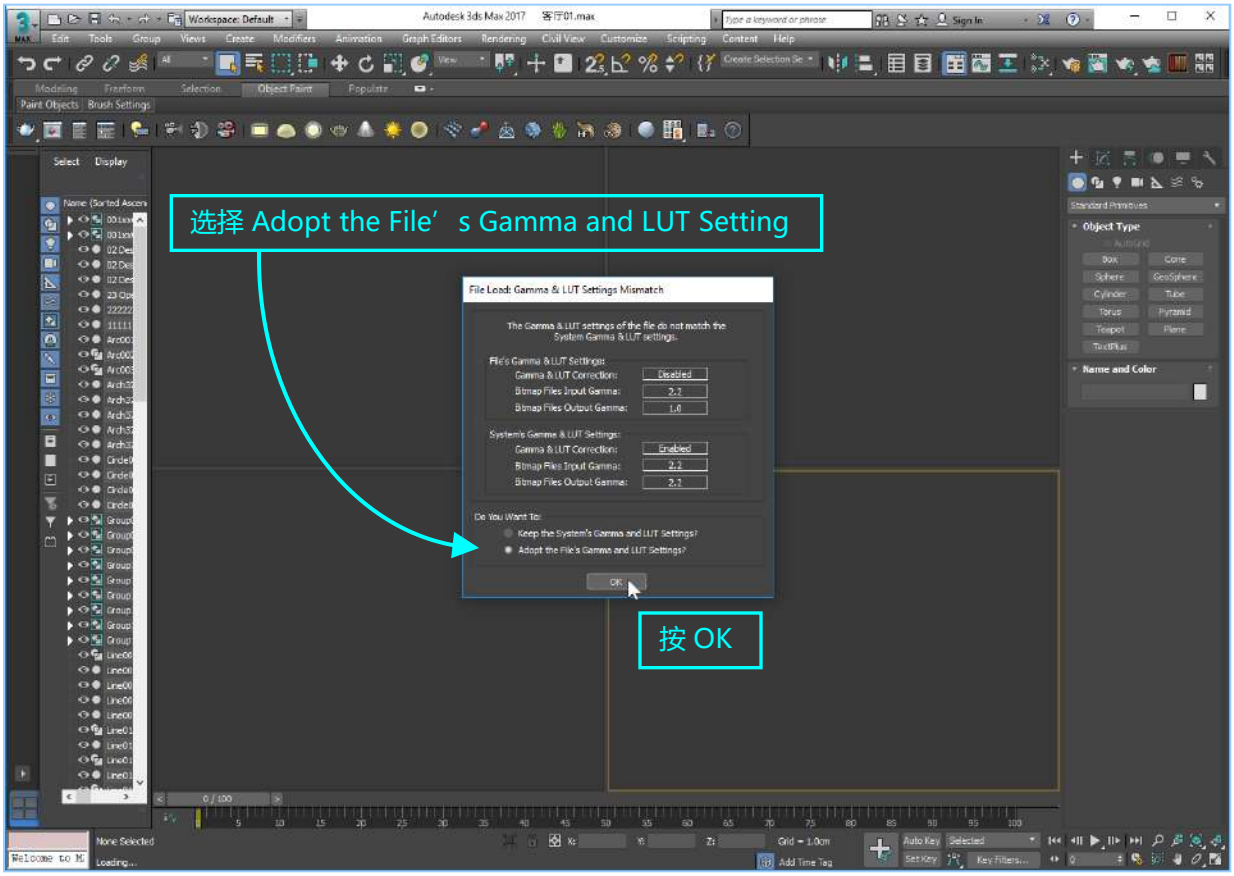
Step 1: 打开老师给的 “家装部分” 文件夹

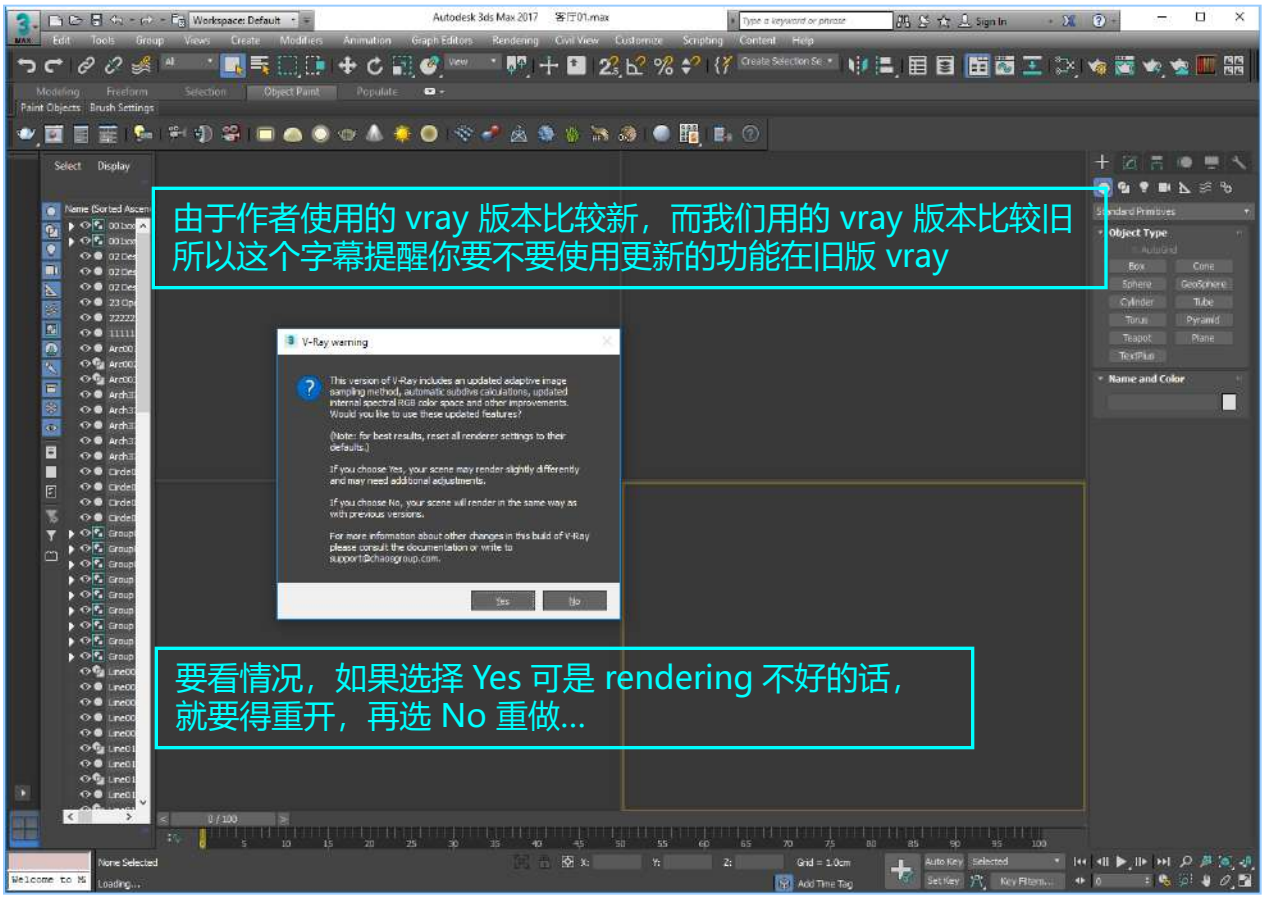


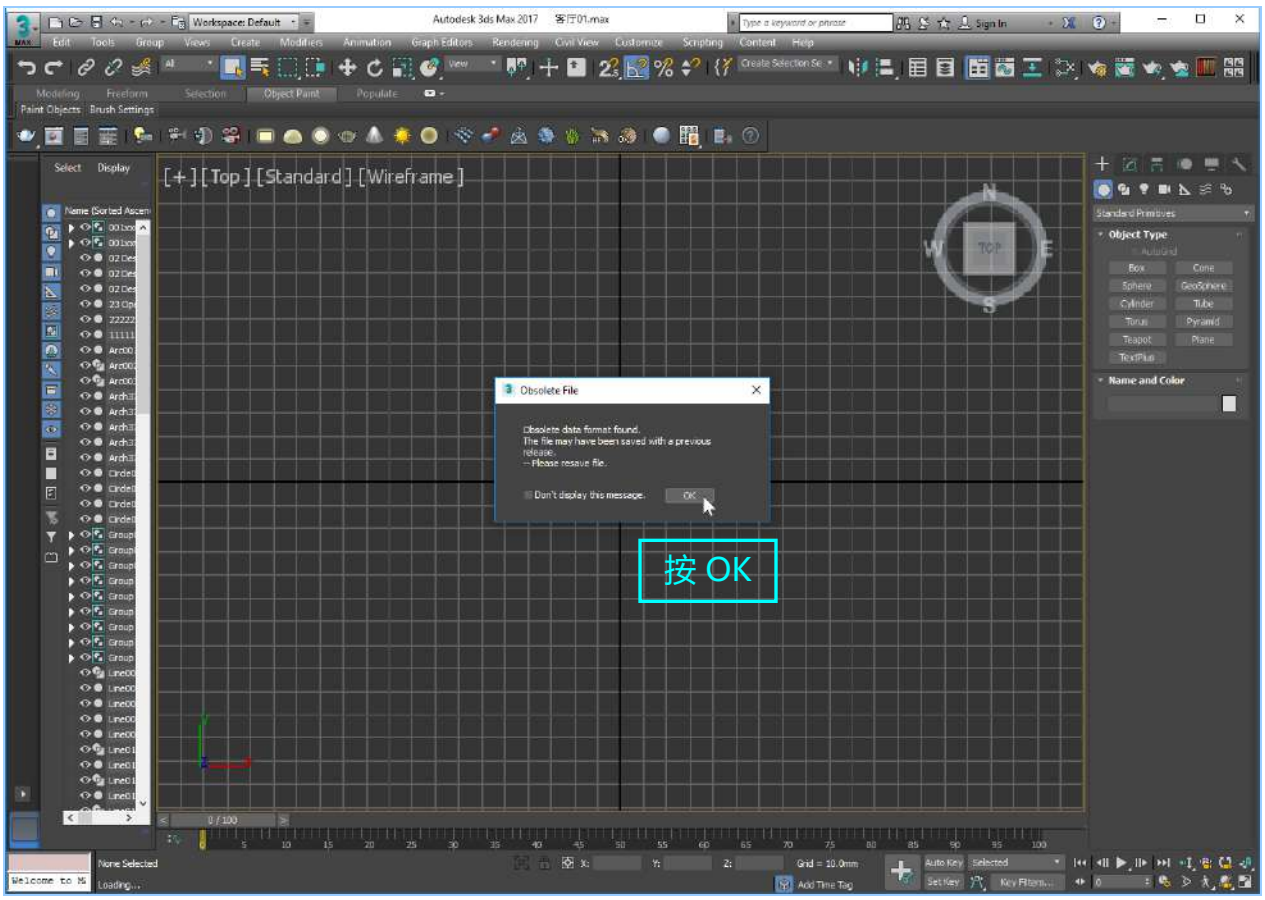




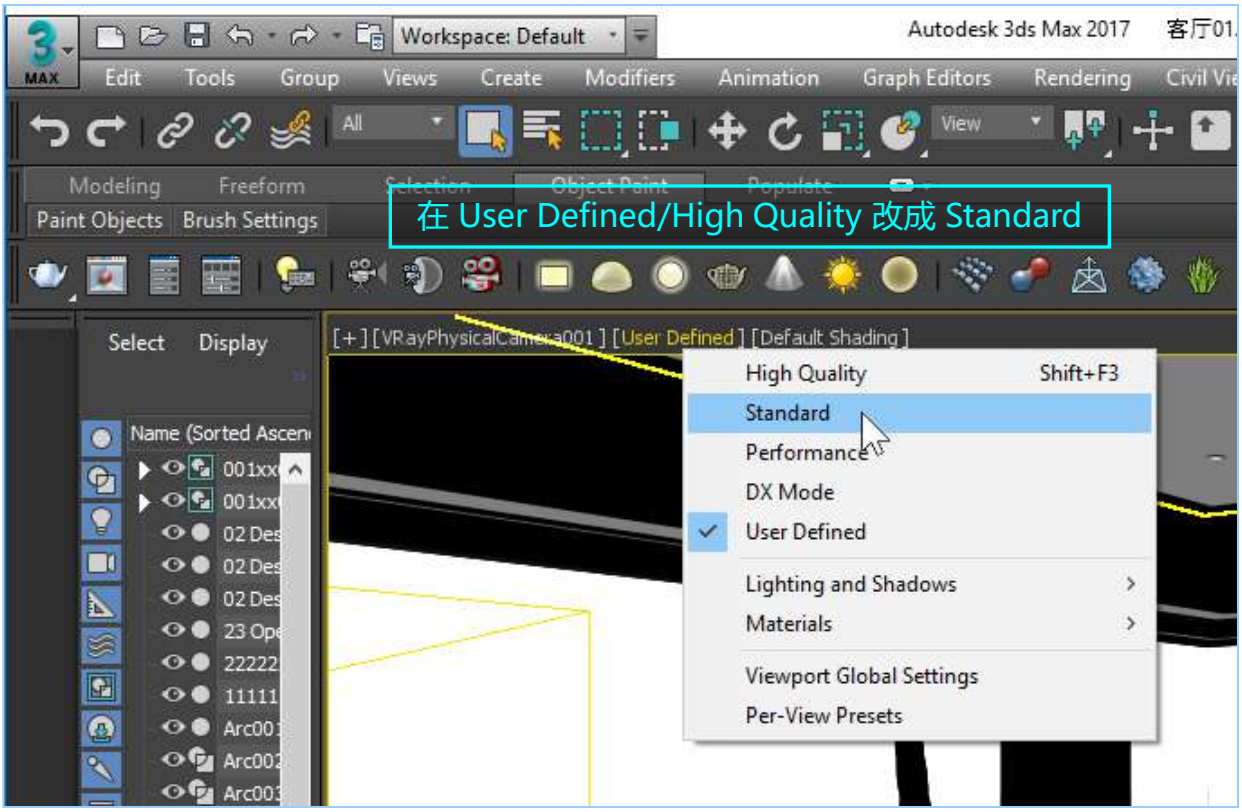
请耐心等待，因为有一些 max 文件里面太多模型，会很卡很 lag…
Tips: 可以的话，关闭一些不需要的软件，如 Google Chrome等
还有，使用手提电脑插座电源能加速打开这些 max 文件

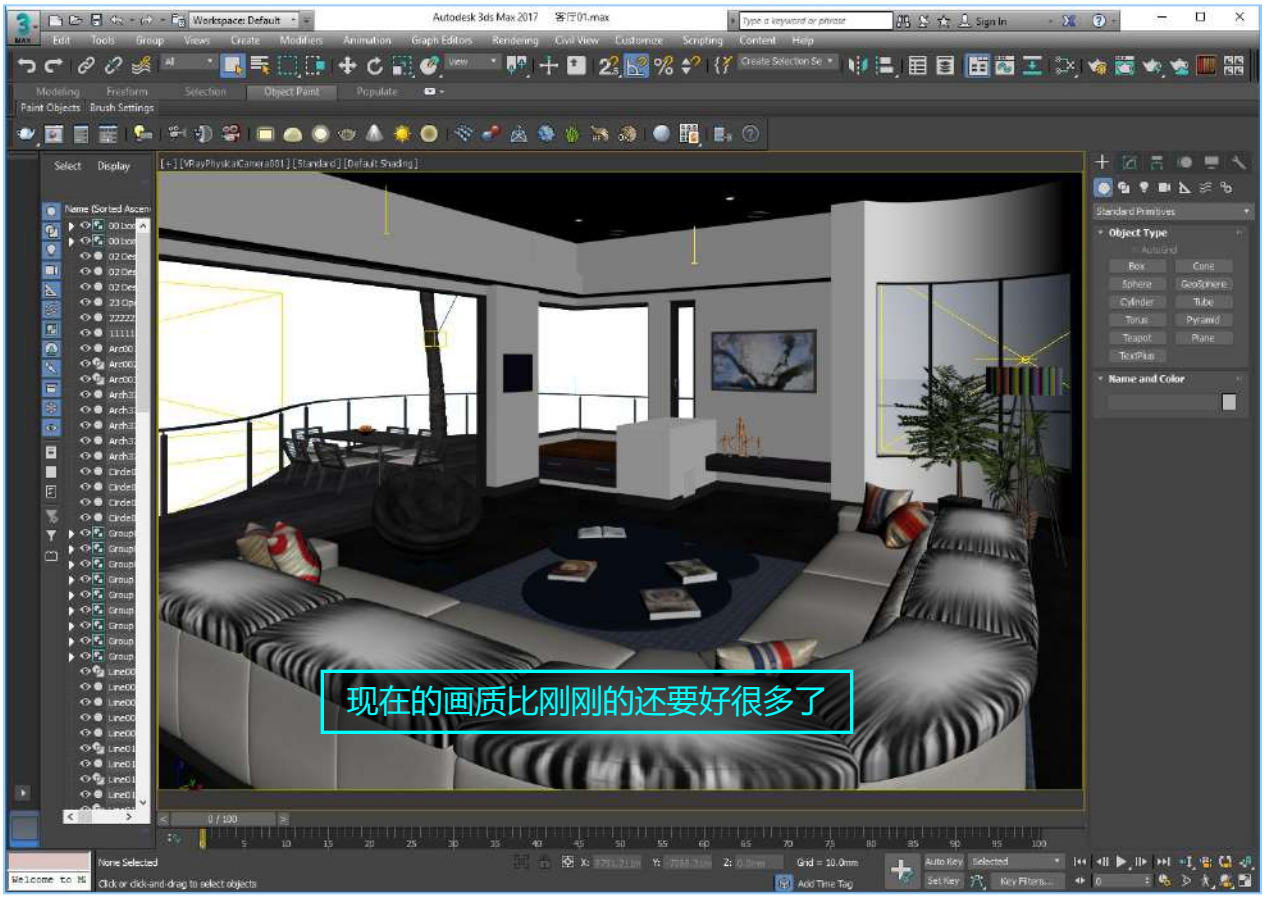


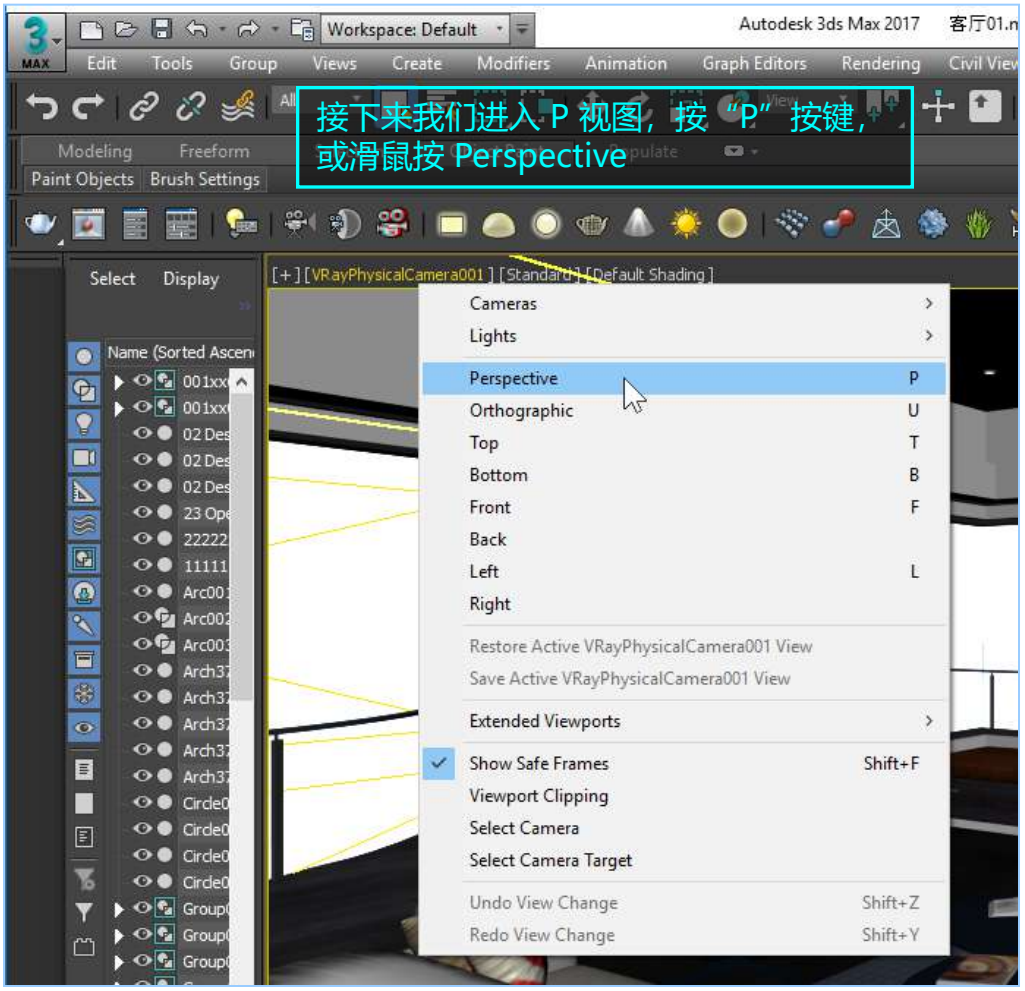

由于作者使用的 vray 版本比较新，而我们用的 vray 版本比较旧
所以这个字幕提醒你要不要使用更新的功能在旧版 vray
V-Ray warning
This version of V-Ray includes an updated adaptive image sampling method, automatic subdivs calculations, updated internal spectral RGB color space and other improvements. Would you like to use these updated features?
(Note: for best results, reset all renderer settings to their defaults.)
If you choose Yes, your scene may render slightly differently and may need additional adjustments.
If you choose No, your scene will render in the same way as with previous versions.
For more information about other changes in this build of V-Ray please consult the documentation or write to support@chaosgroup.com.
Yes
No
要看情况，如果选择 Yes 可是 rendering 不好的话，
就要得重开，再选 No 重做...

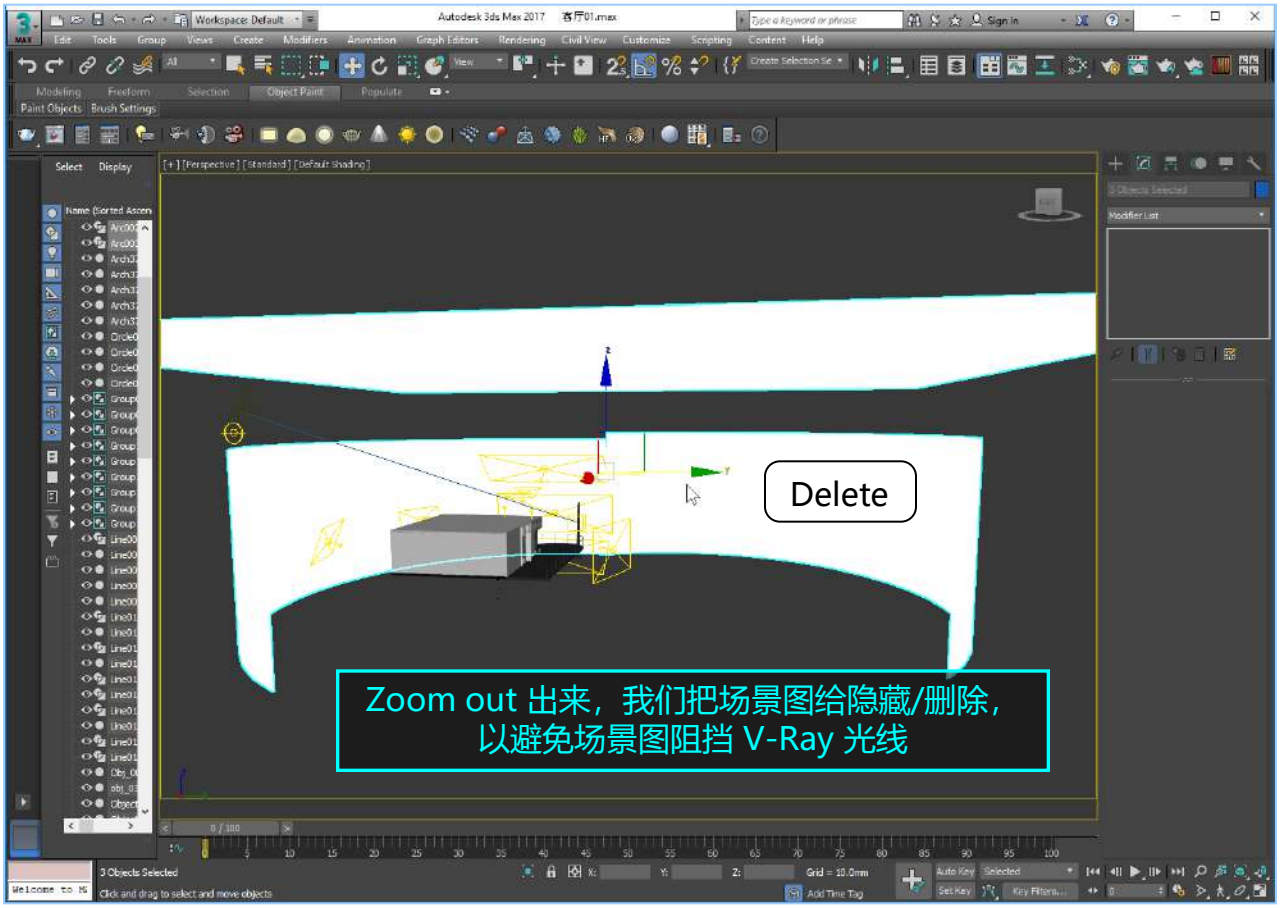

[+] [Top] [Standard] [Wireframe]
Obsolete File
Obsolete data format found.
The file may have been saved with a previous release.
-- Please resave file.
Don't display this message.
OK
按 OK

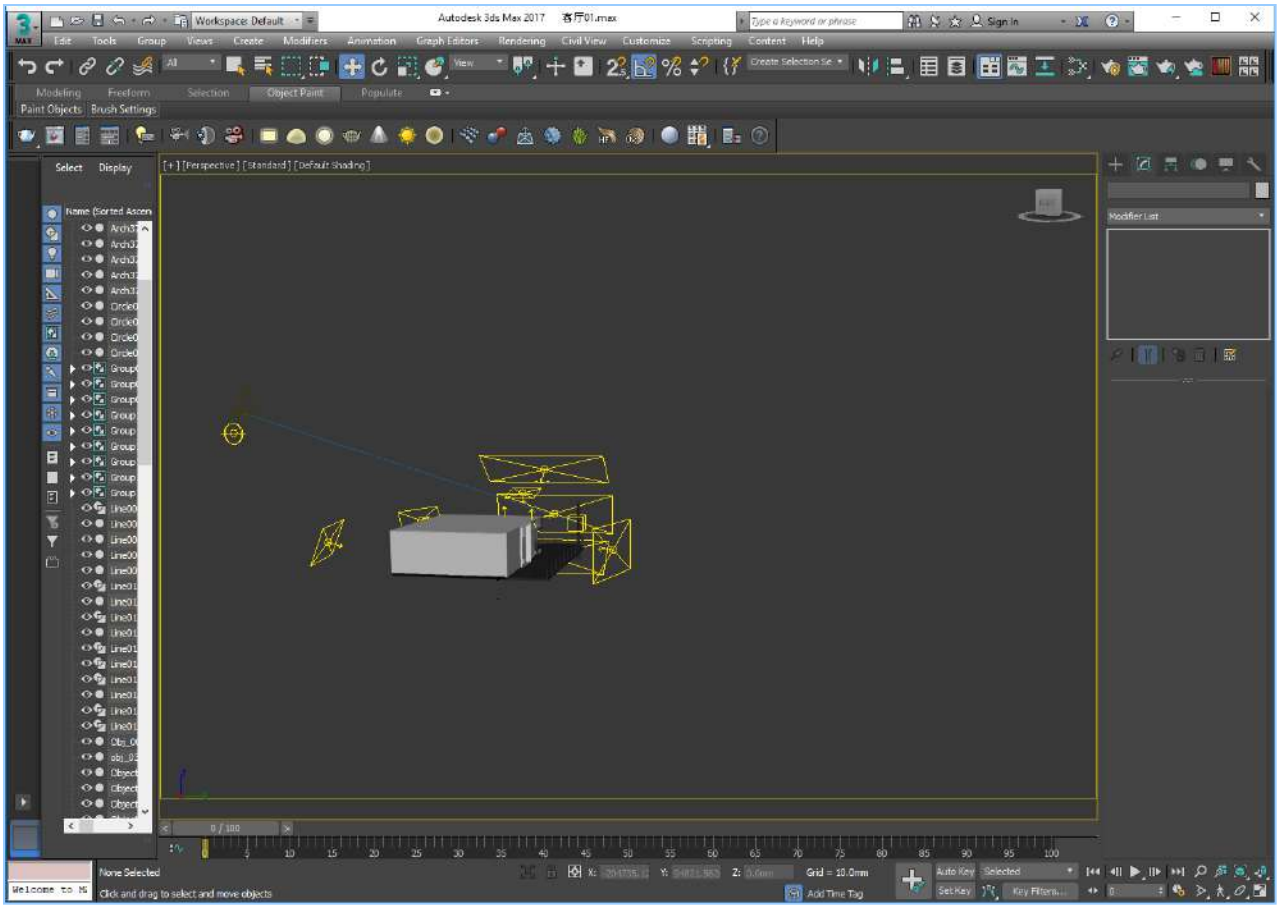
进入画面之后，第一件事就是把他的画质改成 Standard
就这样电脑不会那么卡，而且画面也不会那么黑暗

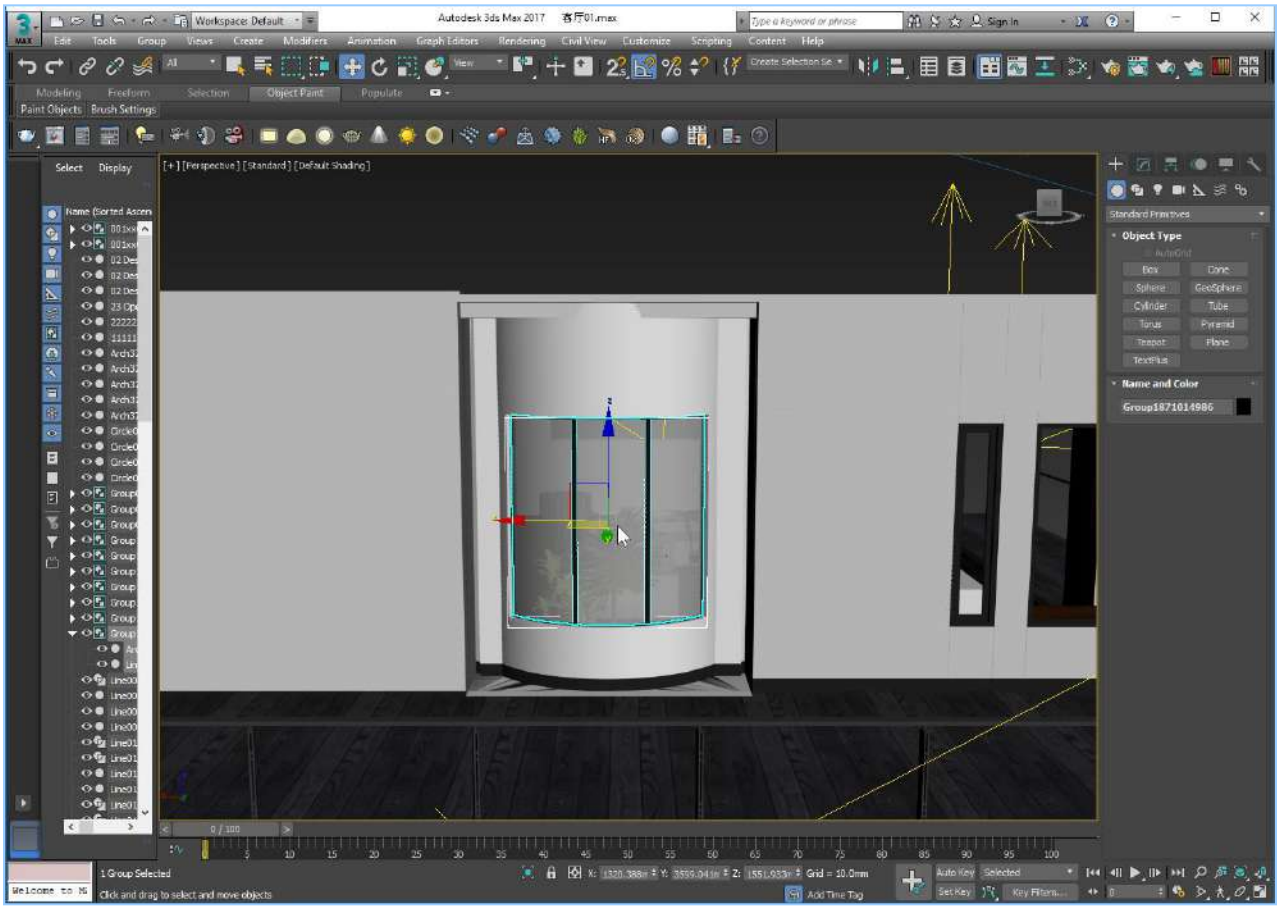

Workspace: Default
Autodesk 3ds Max 2017
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Modeling
Freeform
Paint Objects
Brush Settings
在 User Defined/High Quality 改成 Standard
Select
Display
[+][VRayPhysicalCamera001][User Defined][Default Shading]
High Quality Shift+F3
Standard
Performance
DX Mode
User Defined
Lighting and Shadows
Materials
Viewport Global Settings
Per-View Presets


现在的画质比刚刚的还要好很多了


接下来我们进入 P 视图，按“P”按键，
或滑鼠按 Perspective
Cameras
Lights
Perspective P
Orthographic U
Top T
Bottom B
Front F
Back
Left L
Right
Restore Active VRayPhysicalCamera001 View
Save Active VRayPhysicalCamera001 View
Extended Viewports
Show Safe Frames Shift+F
Viewport Clipping
Select Camera
Select Camera Target
Undo View Change Shift+Z
Redo View Change Shift+Y

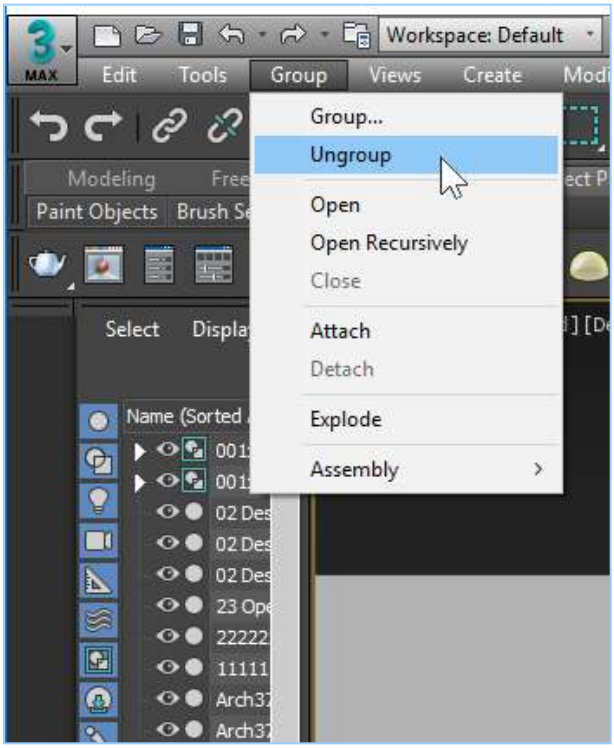

Delete
Zoom out 出来，我们把场景图给隐藏/删除，
以避免场景图阻挡 V-Ray 光线

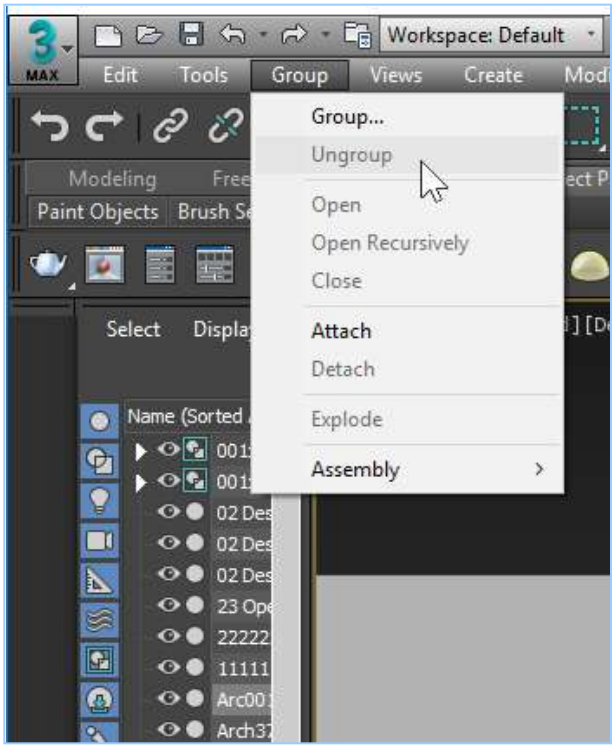


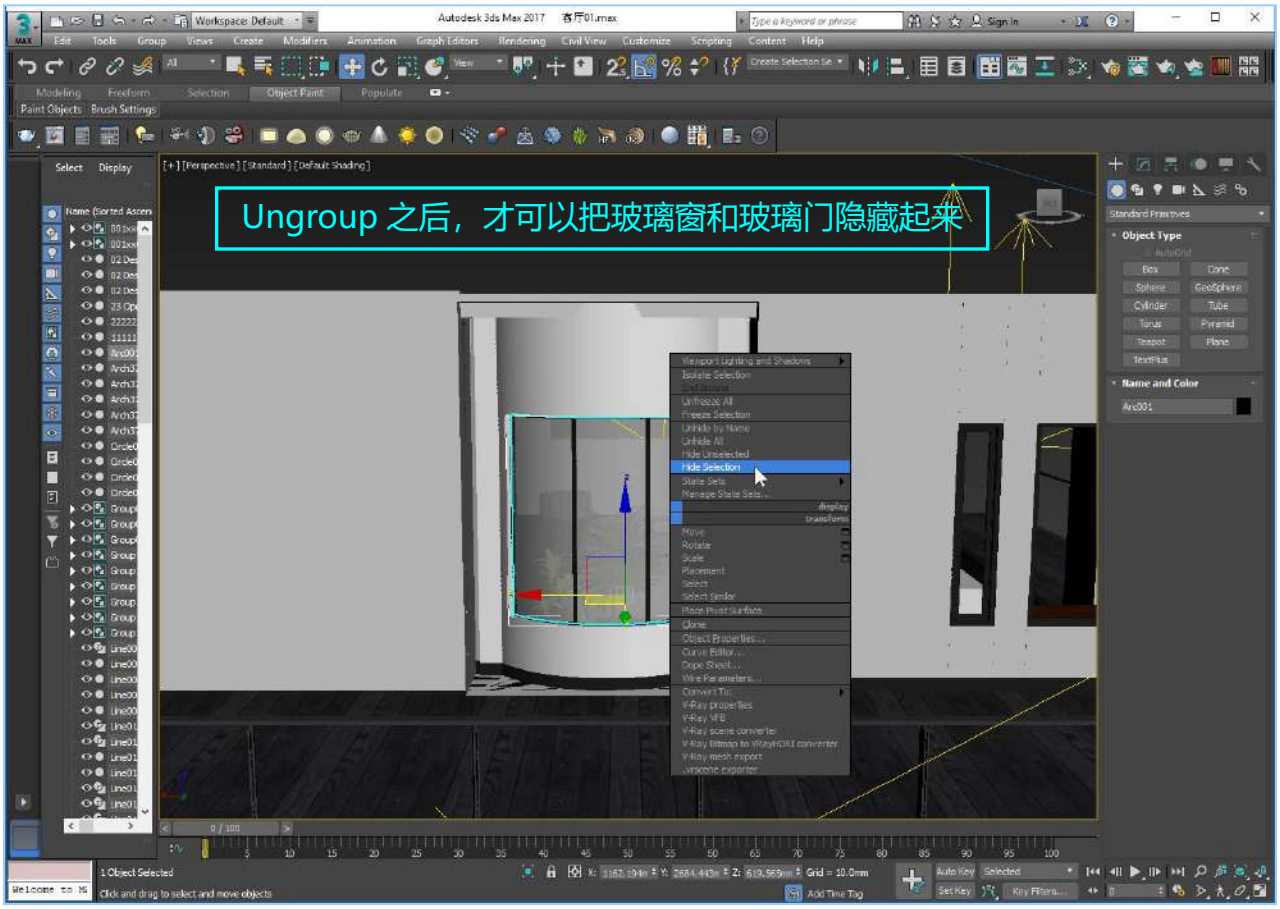


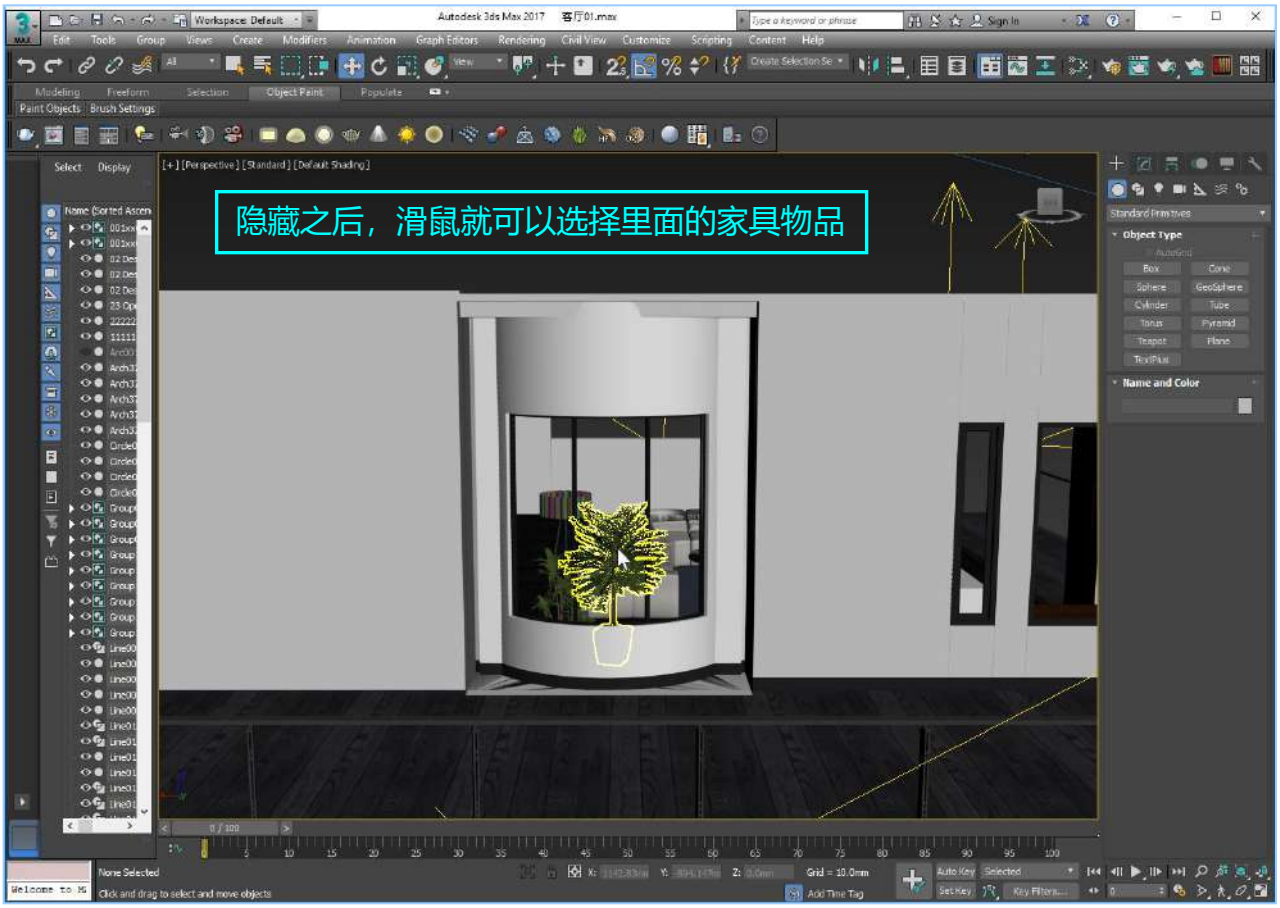
也不要忘了隐藏玻璃窗和玻璃门
如果没有隐藏玻璃窗和玻璃门的话，阳光是无法照射进

注意，当你选玻璃时，玻璃窗铁架或玻璃门铁架也会连同一起
这就需要 Ungroup，否则铁架也跟着一起隐藏

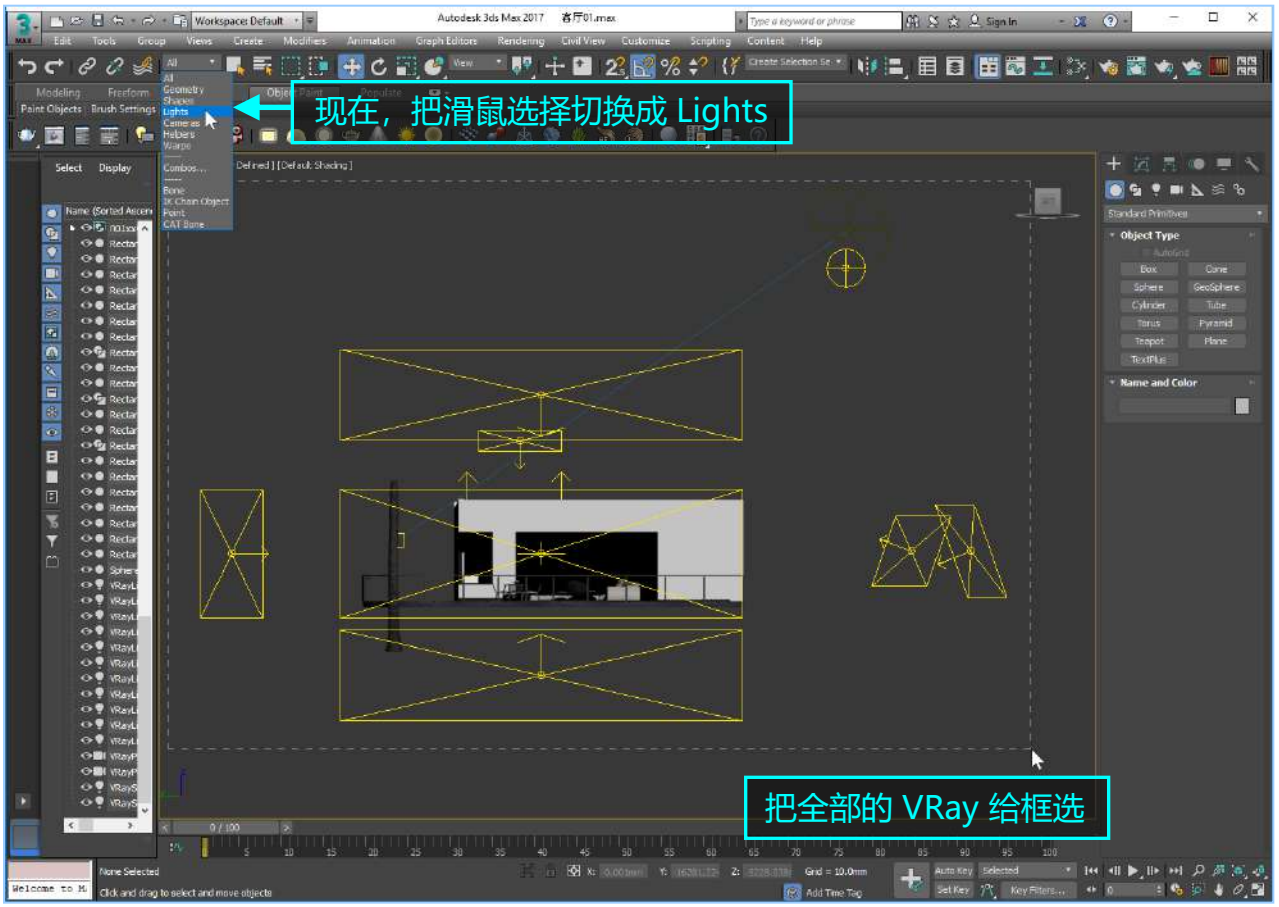




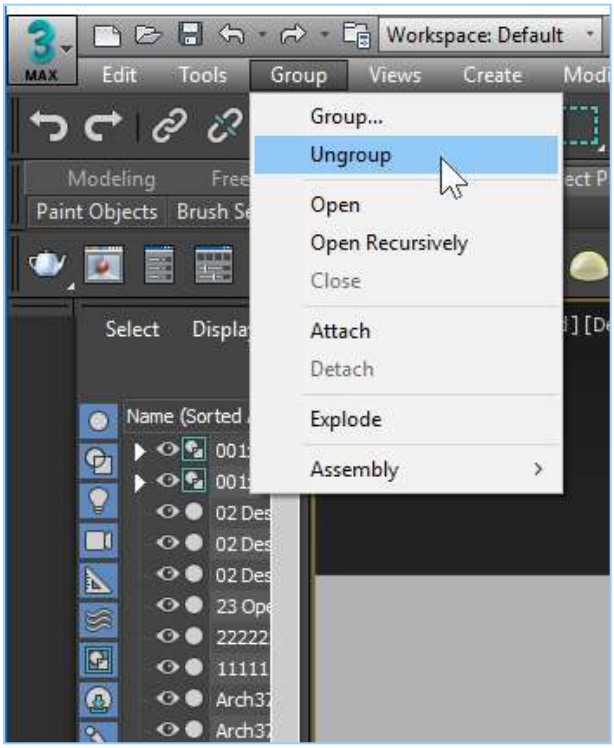

Ungroup 之后，才可以把玻璃窗和玻璃门隐藏起来

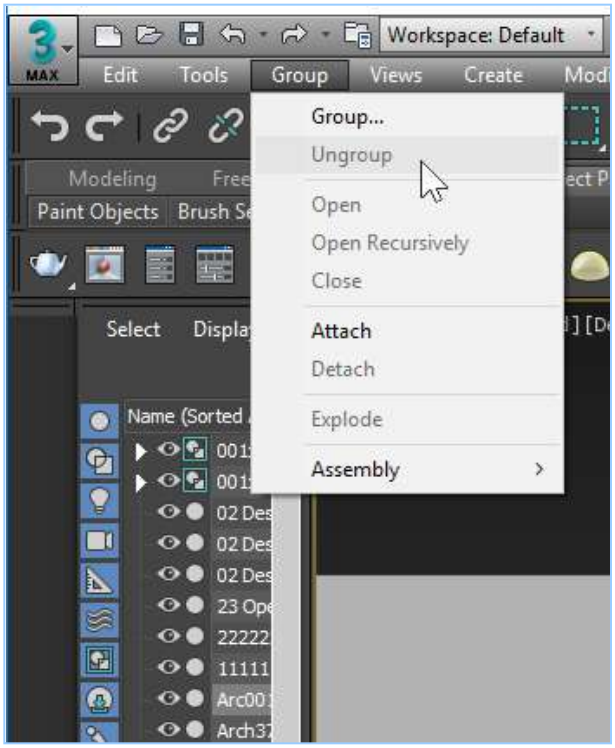

隐藏之后，滑鼠就可以选择里面的家具物品

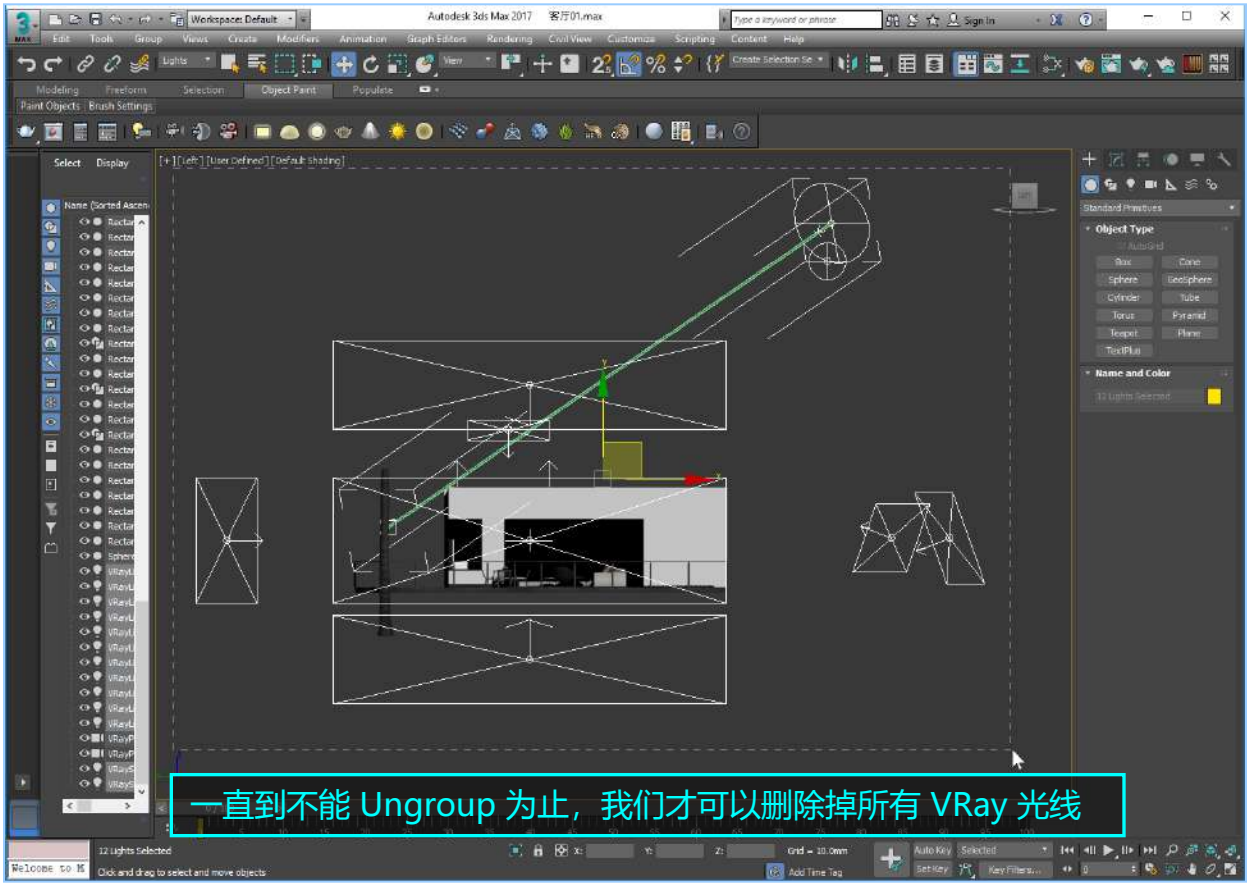
接下来我们切换成“L”视图，把所有的光给删除掉
因为我们要学如何自己添加 VRayLight，VRayIES 和 VRaySun

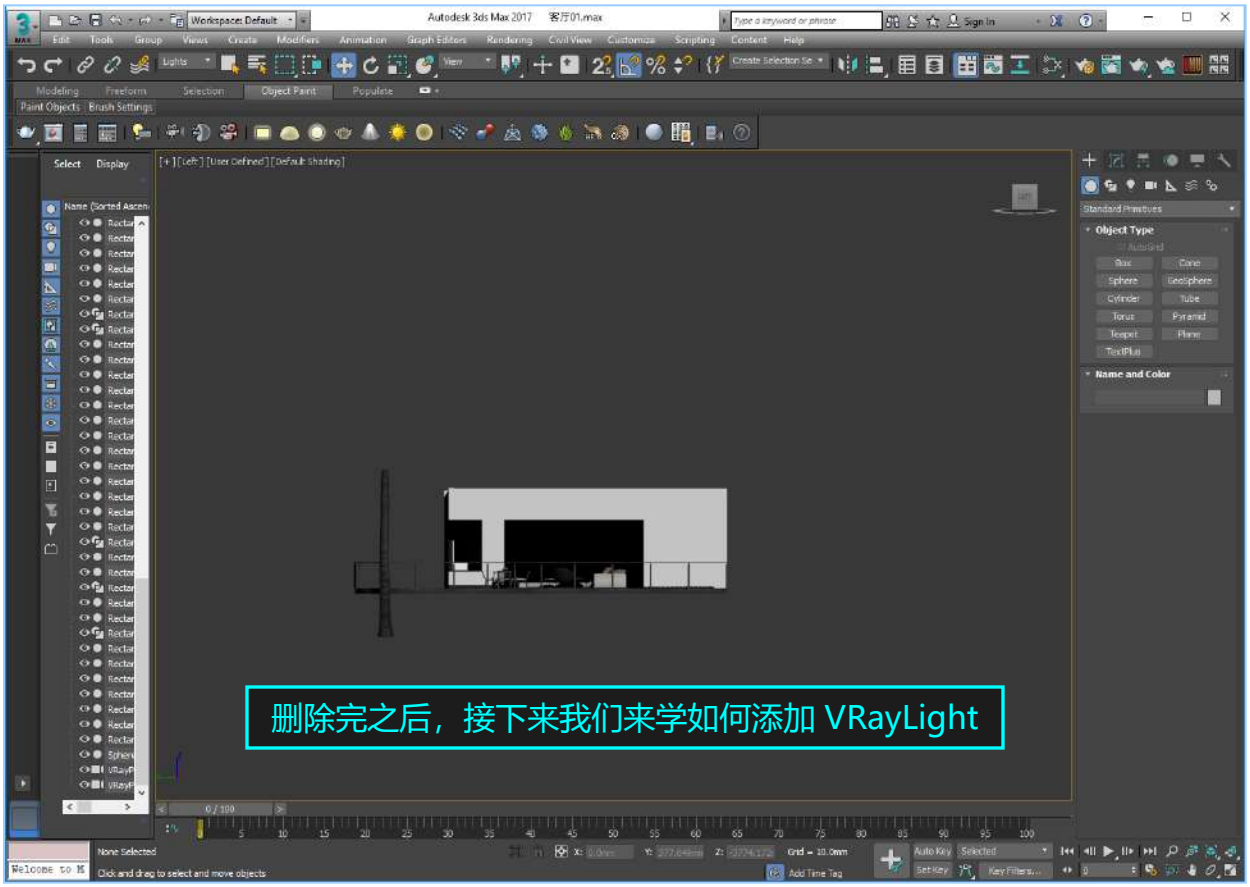


在还没有删除之前，一定要一直 Ungroup 到不能 Ungroup 为止

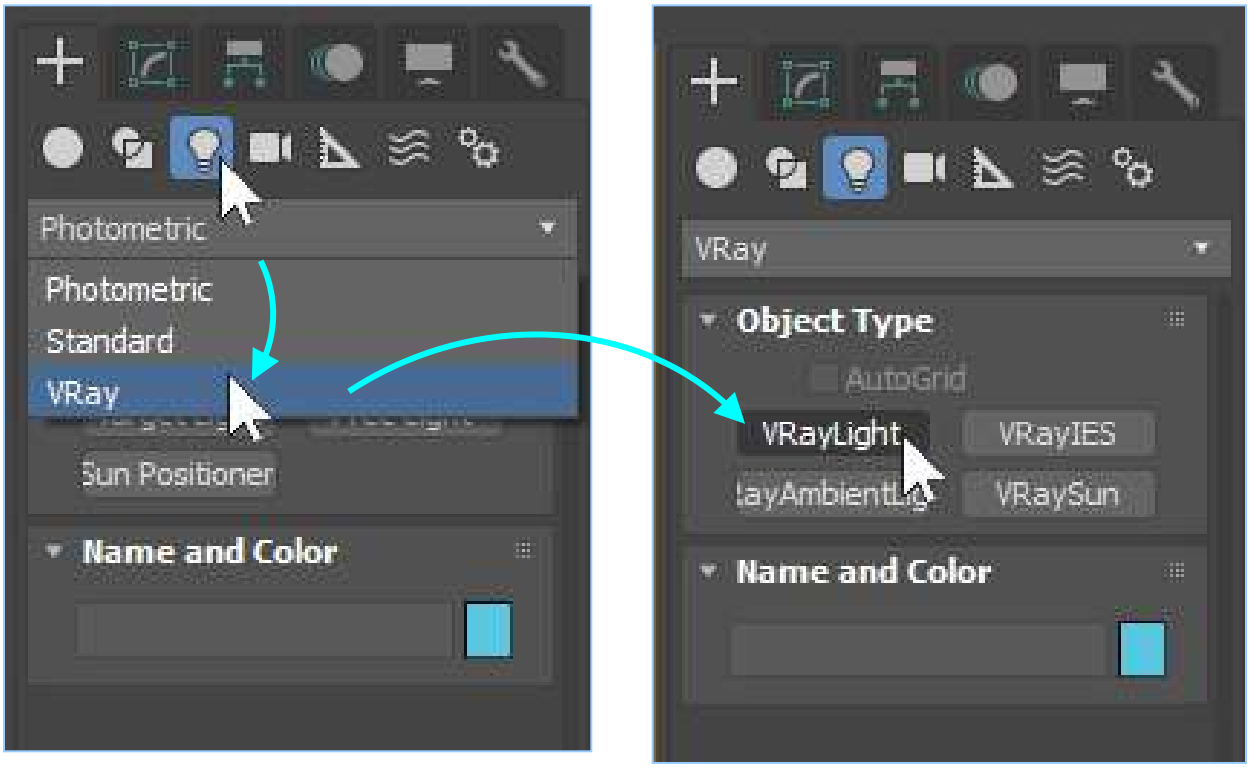




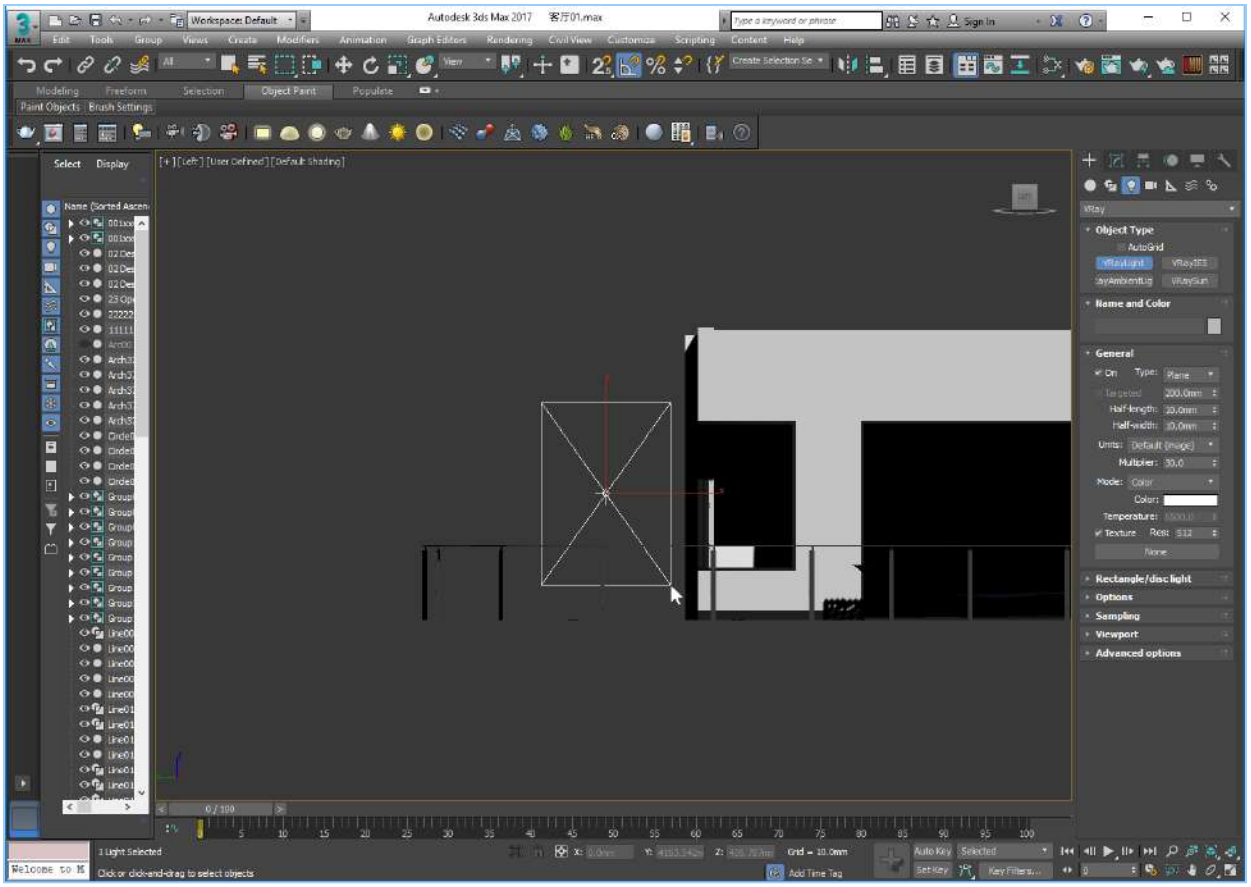

一直到不能 Ungroup 为止，我们才可以删除掉所有 VRay 光线


删除完之后，接下来我们来学如何添加 VRayLight

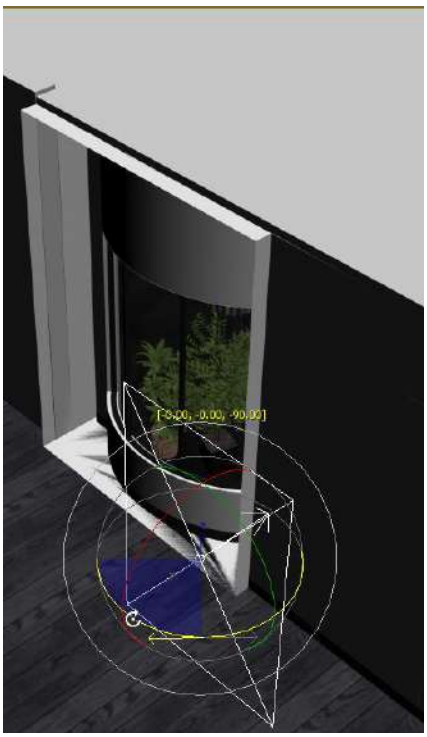
按下“Lights”(灯泡标志)，接下来选择 “VRay”，然后按 VRayLight

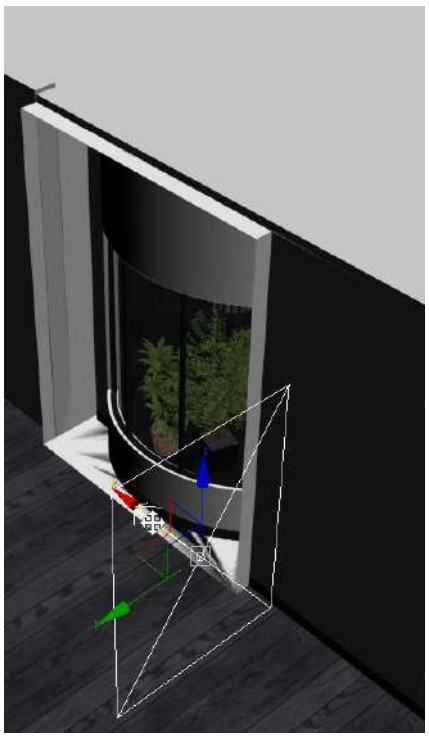


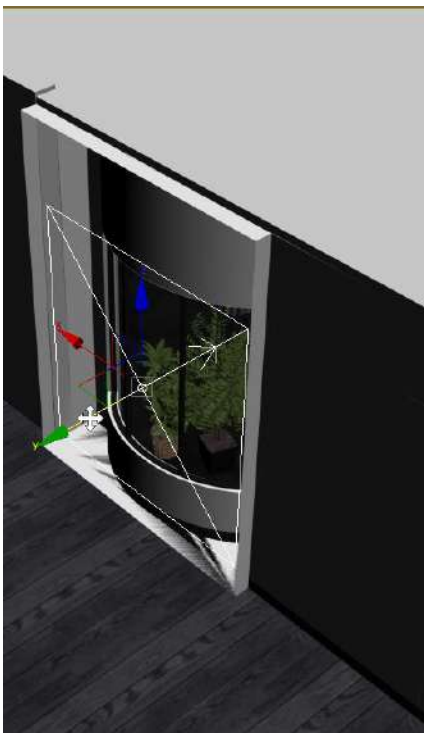
确保在还没有添加 VRayLight 之前，一定要在“L”视图



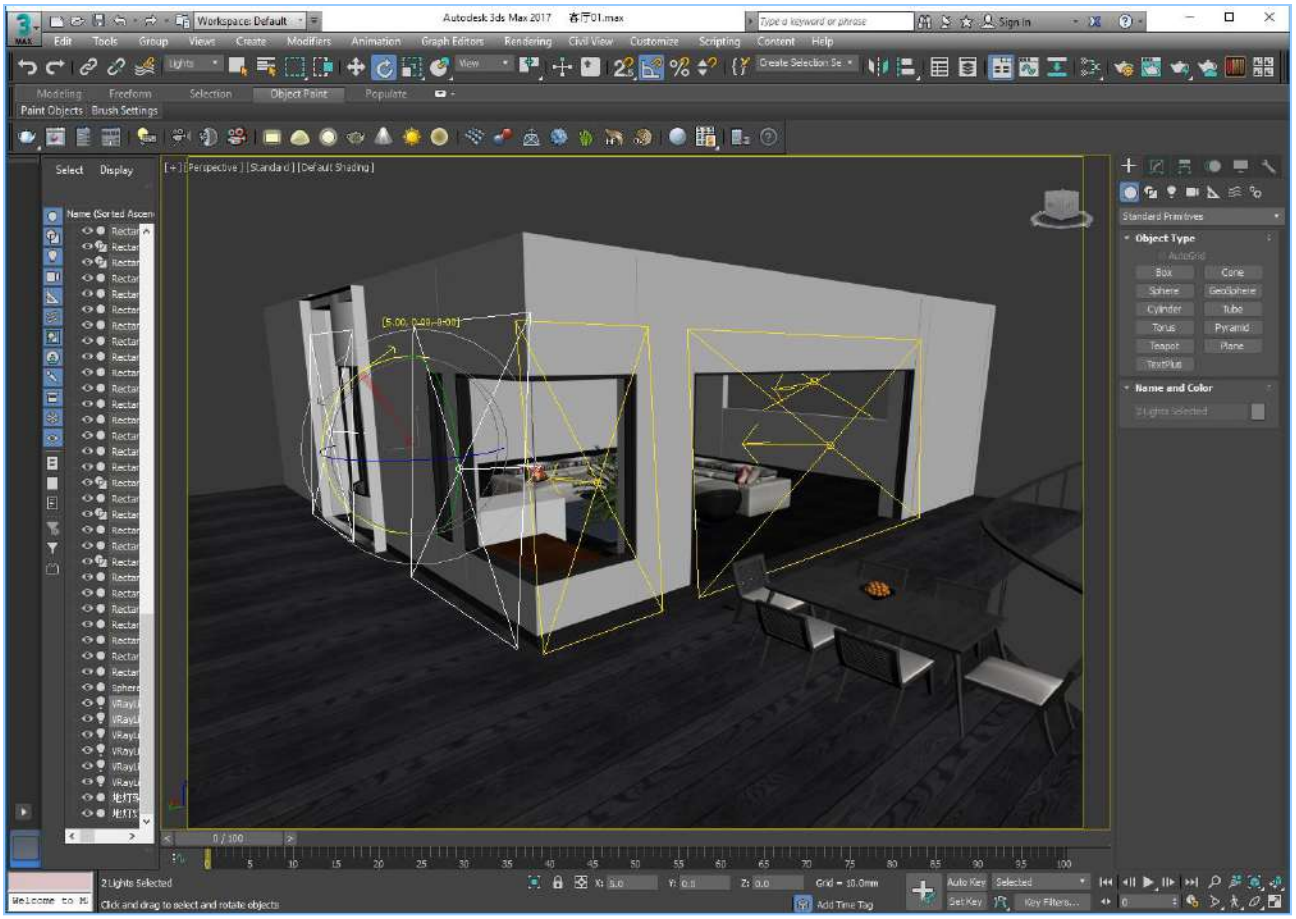
接下来我们切换成“P”视图 (Perspective) 来调整 VRayLight

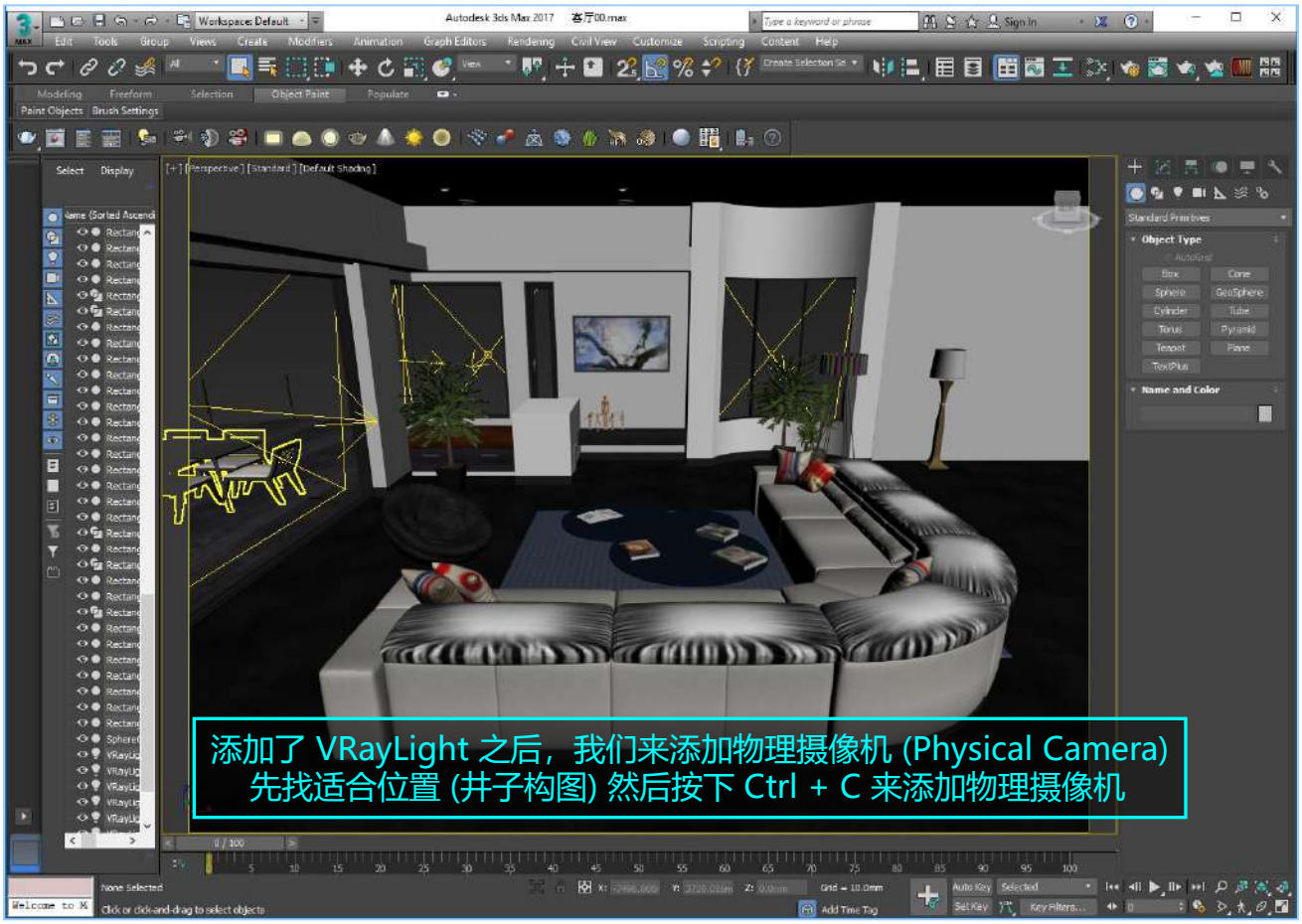


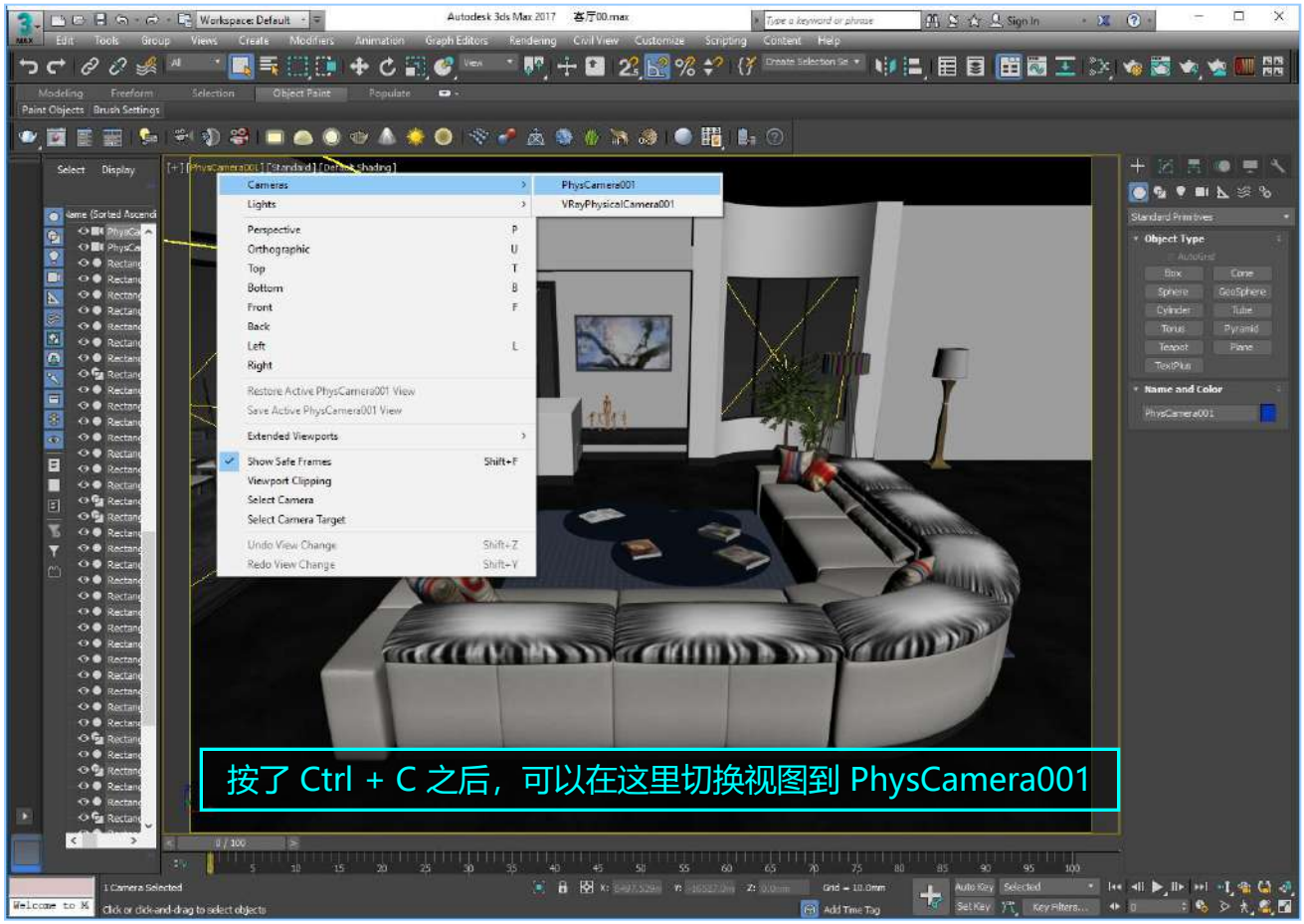


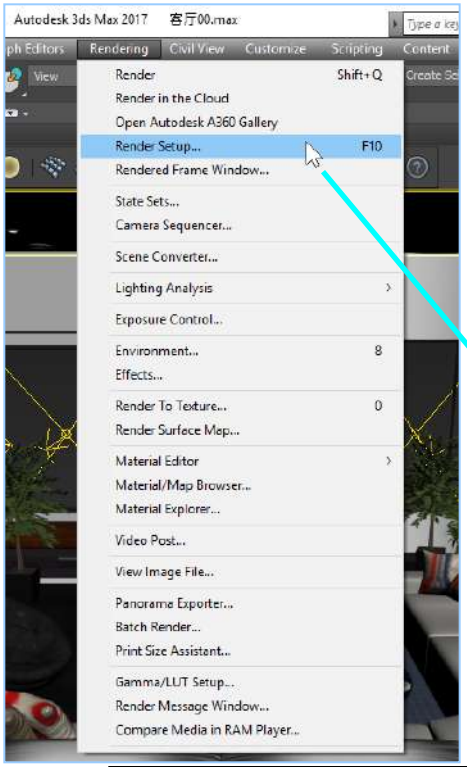


调整位置，旋转光射角度和缩放 VRayLight



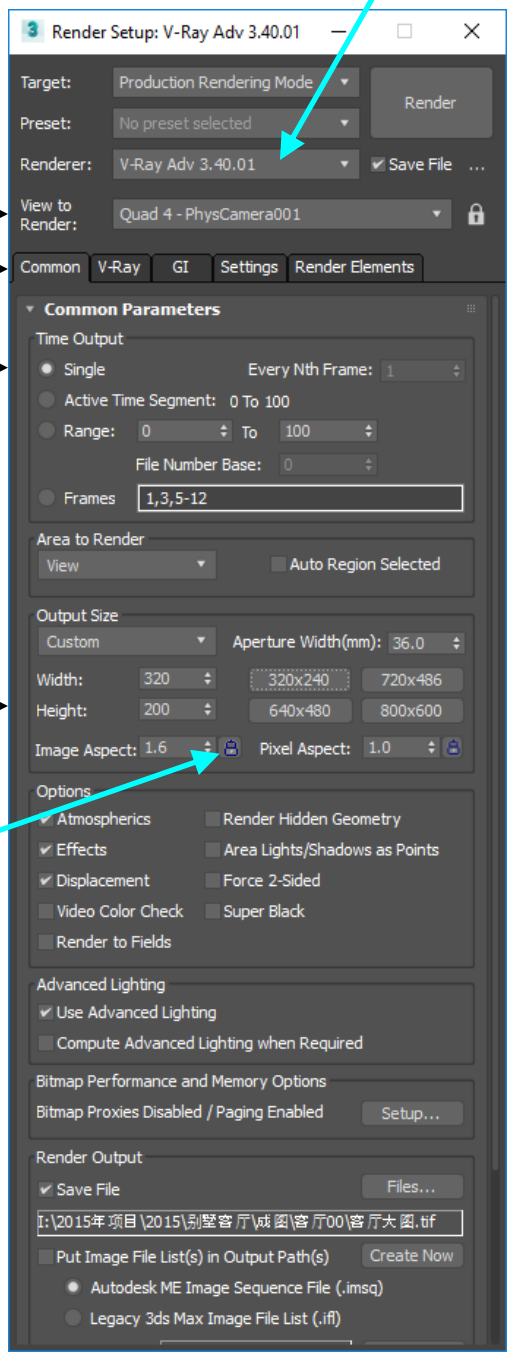

添加了 VRayLight 之后，我们来添加物理摄像机 (Physical Camera)
先找适合位置 (井子构图) 然后按下 Ctrl + C 来添加物理摄像机


Cameras
Lights
Perspective
Orthographic
Top
Bottom
Front
Back
Left
Right
PhysCamera001
VRayPhysicalCamera001
按了 Ctrl + C 之后，可以在这里切换视图到 PhysCamera001



接下来我们要进入 Render Setup

确保 Renderer: V-Ray Adv 3.40.01



确保View to Render: Quad 4

在 Common (公用参数)

一定要确保 Time Output: Single
因为我们 Render 单单一张画面，
而不是 Render 很多张 动画画面

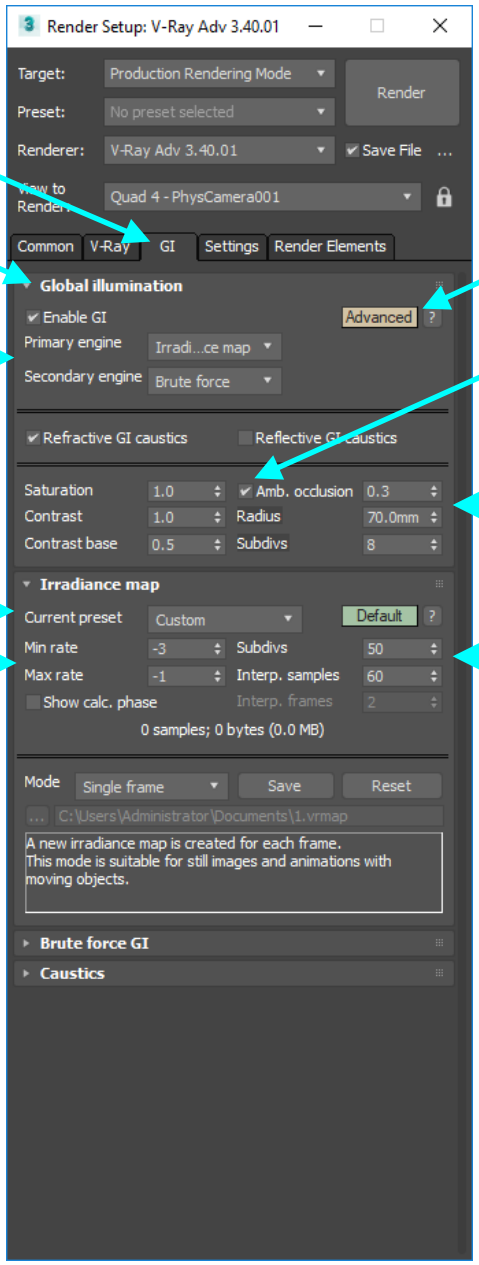
Render 画质大小
刚开始我们先 render 小张图，
因为如果 render 大张图的话，
会浪费很长的时间来完成。

建议在 320x200 和 320x240

确保锁头 unlock

- lock

- unlock



接下来切换到 GI 部分

GI (意思是全局光照)
Global illumination

Primary engine:
Irradiance map

Secondary engine:
Brute force

Current preset: Custom

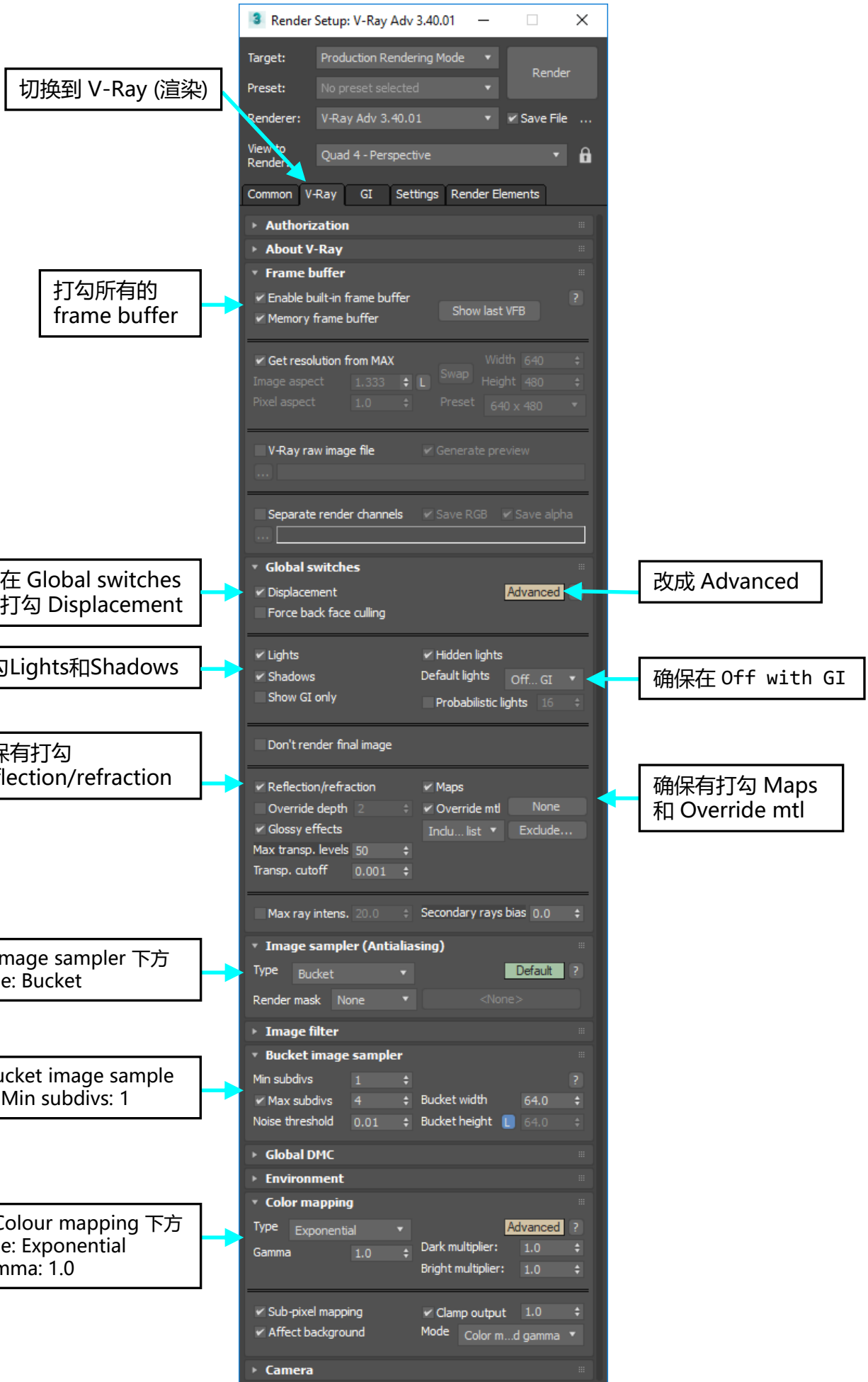
Min rate: -3
Max rate: -1

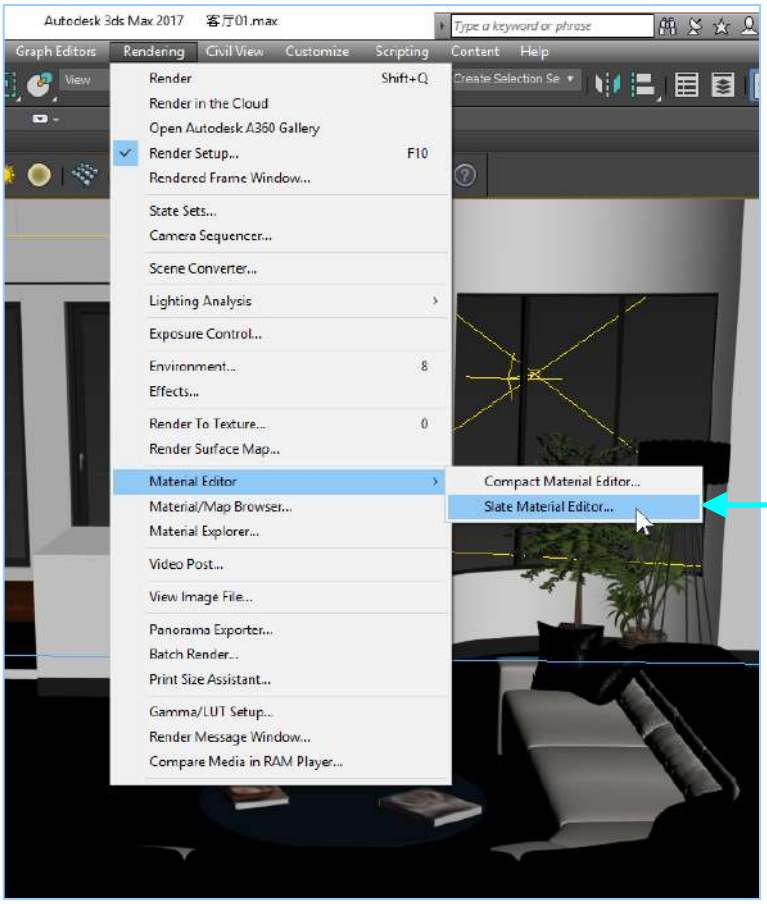
改成 Advanced

打勾 Amb. occlusion

Amb. Occlusion 0.3
Radius: 70.0mm
Subdivs: 8

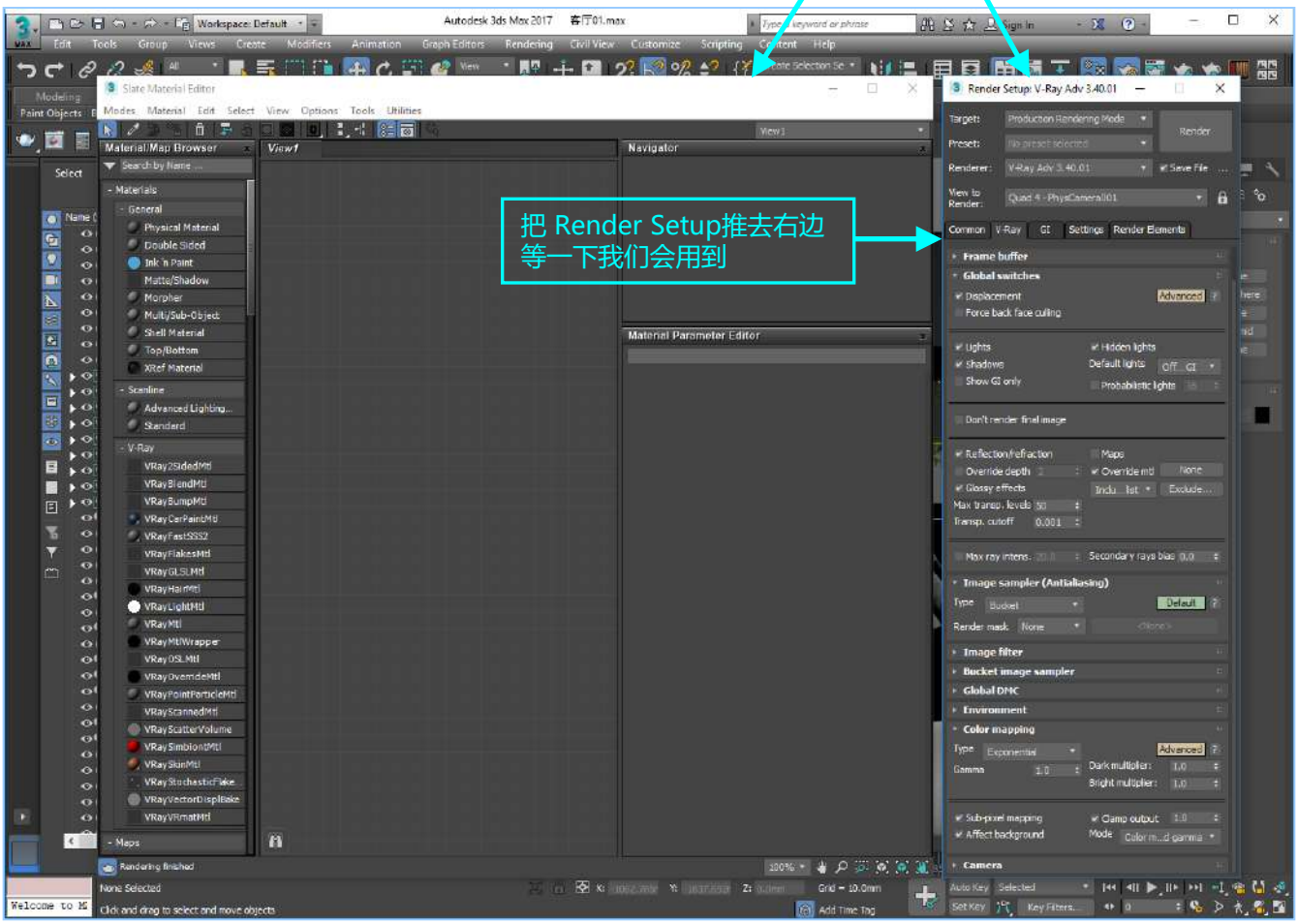
Subdivs: 50
Interp. Samples: 60


切换到 V-Ray (渲染)
打勾所有的
frame buffer
在 Global switches
打勾 Displacement
打勾Lights和Shadows
确保有打勾
Reflection/refraction
在 Image sampler 下方
Type: Bucket
在 Bucket image sample
确保 Min subdivs: 1
在 Colour mapping 下方
Type: Exponential
Gamma: 1.0
改成 Advanced
确保在 Off with GI
确保有打勾 Maps
和 Override mtl
Render Setup: V-Ray Adv 3.40.01
Target:
Production Rendering Mode
Render
Preset:
No preset selected
Renderer:
V-Ray Adv 3.40.01
Save File
View to Render
Quad 4 - Perspective
Common
V-Ray
GI
Settings
Render Elements
Authorization
About V-Ray
Frame buffer
Enable built-in frame buffer
Memory frame buffer
Show last VFB
Get resolution from MAX
Image aspect
1.333
Pixel aspect
1.0
Swap
Width
640
Height
480
Preset
640 x 480
V-Ray raw image file
Generate preview
Separate render channels
Save RGB
Save alpha
Global switches
Displacement
Force back face culling
Advanced
Lights
Shadows
Show GI only
Hidden lights
Default lights
Off... GI
Probabilistic lights
16
Don't render final image
Reflection/refraction
Override depth
Glossy effects
Max transp. levels
50
Transp. cutoff
0.001
Maps
Override mtl
None
Inclu... list
Exclude...
Max ray intens.
20.0
Secondary rays bias
0.0
Image sampler (Antialiasing)
Type
Bucket
Default
Render mask
None
<None>
Image filter
Bucket image sampler
Min subdivs
1
Max subdivs
4
Noise threshold
0.01
Bucket width
64.0
Bucket height
64.0
Global DMC
Environment
Color mapping
Type
Exponential
Advanced
Gamma
1.0
Dark multiplier:
1.0
Bright multiplier:
1.0
Sub-pixel mapping
Affect background
Clamp output
1.0
Mode
Color m...d gamma
Camera

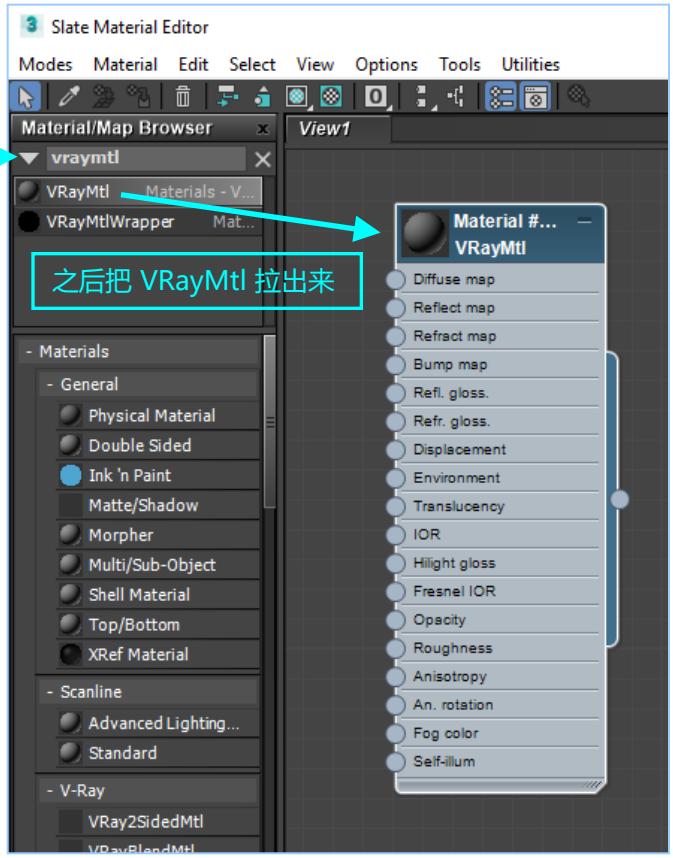


接下来打开 Slate Material Editor...

然后我们把 Slate Material Editor
和 Render Setup 各自放在左右边

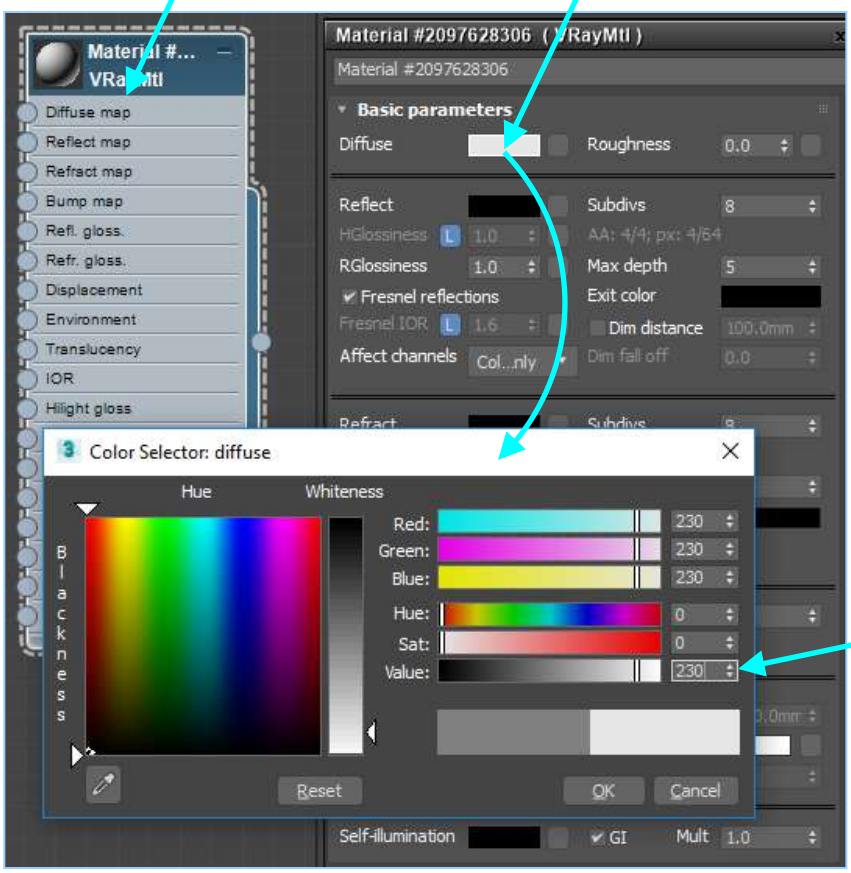


在 Material Map Browser 搜找 vraymtl

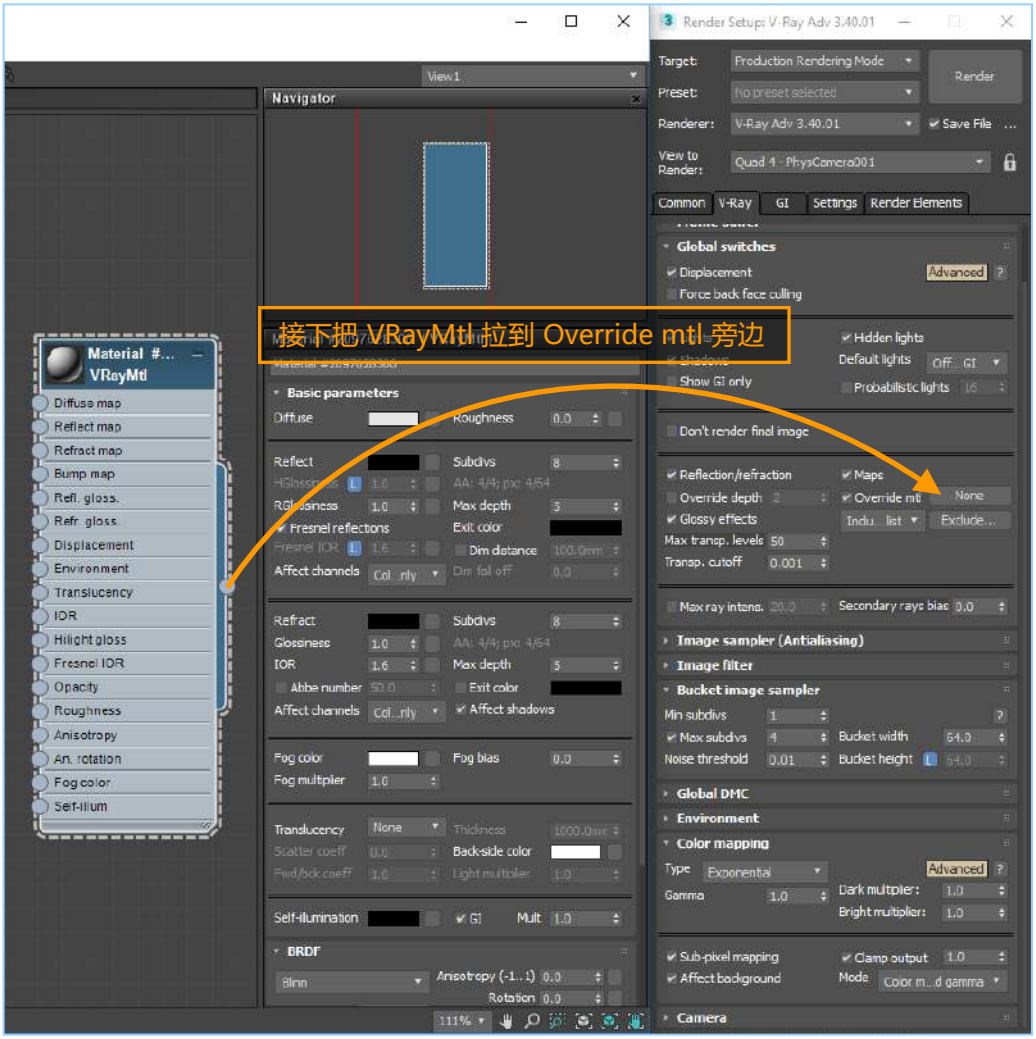


Double click “Diffuse map”

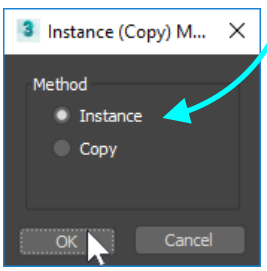
Double click “Diffuse”

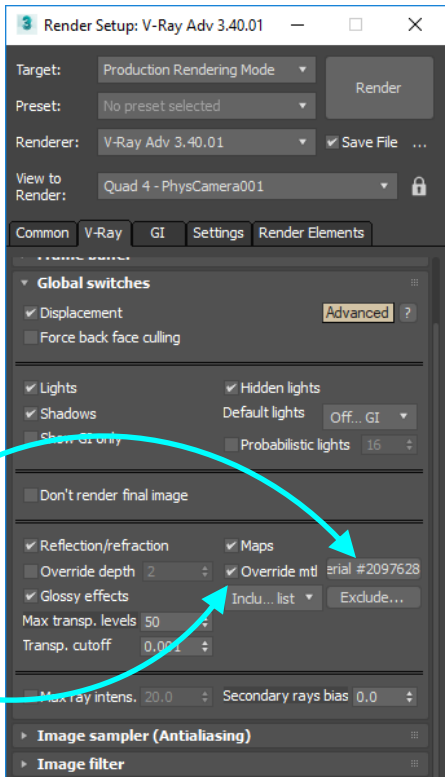


把 Value 改成 230



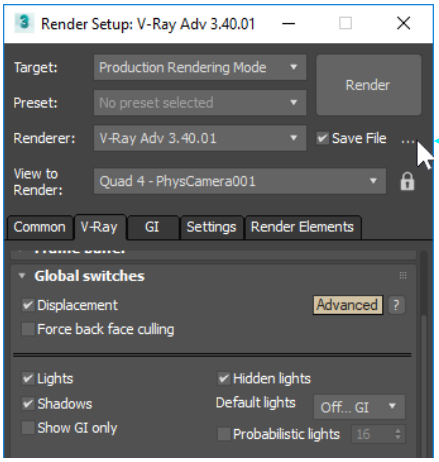
选 Instance，然后按 OK



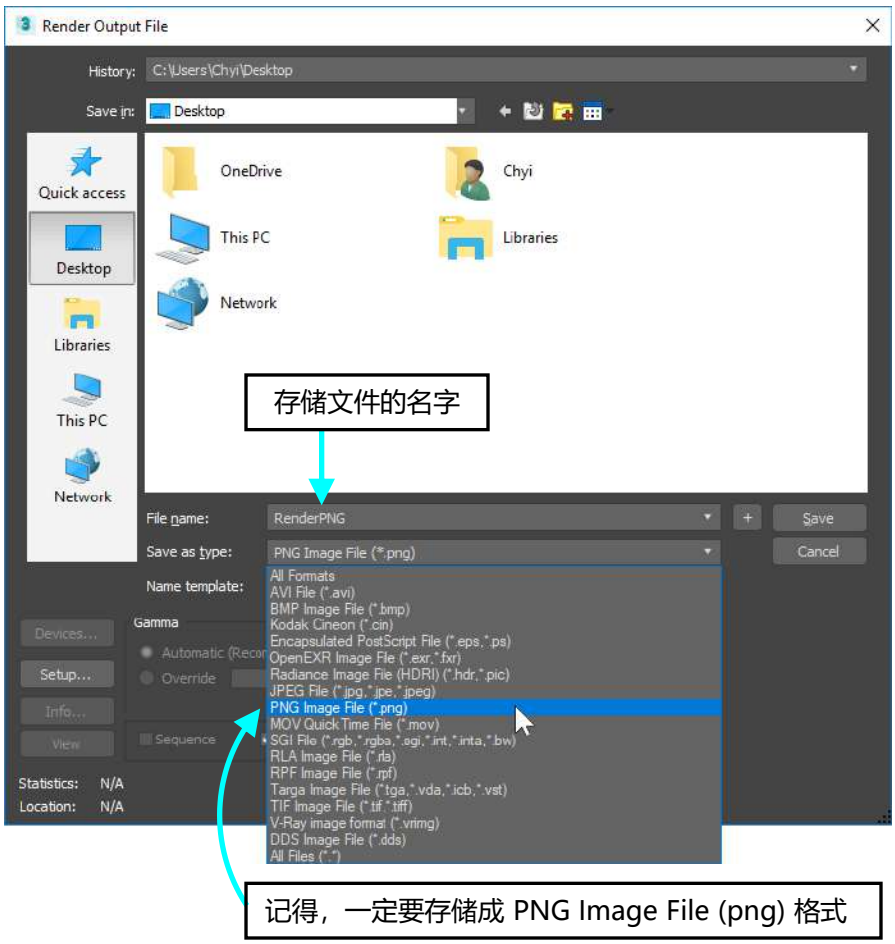


之后 Override mtl 旁边就会变成 Material #2097628 (等等数字)

还有，记得一定要打勾 Override mtl, 否则没办法 render 出来白膜

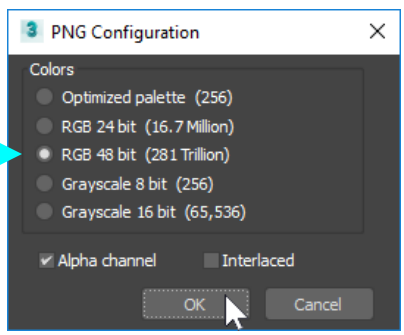


一切完成之后，接下来我们要开始 render (渲染)
用滑鼠按下 “...” 来设置存储的地方



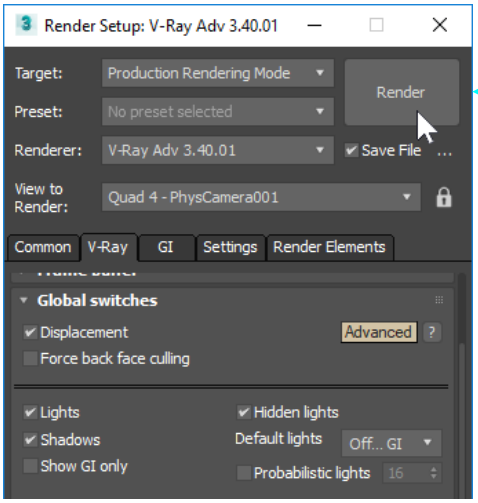
存储文件的名字

记得，一定要存储成 PNG Image File (png) 格式



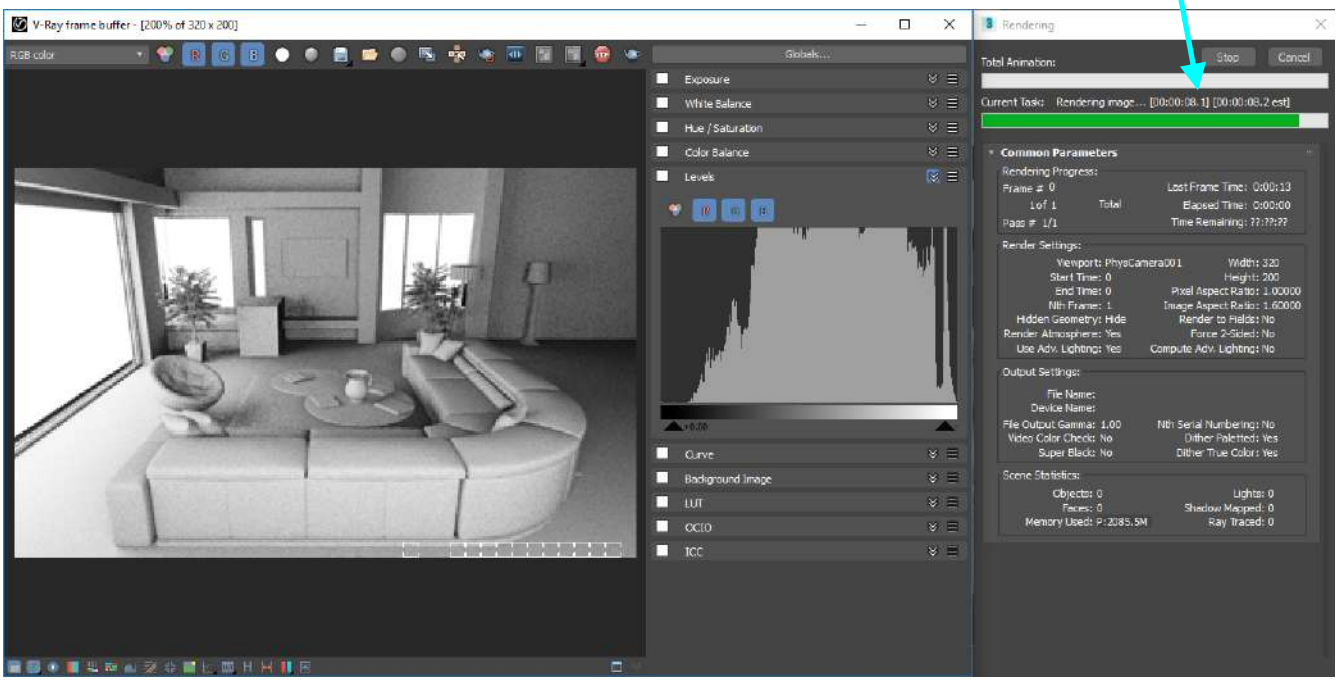
存储的颜色是 RGB 48 bit

然后按 OK

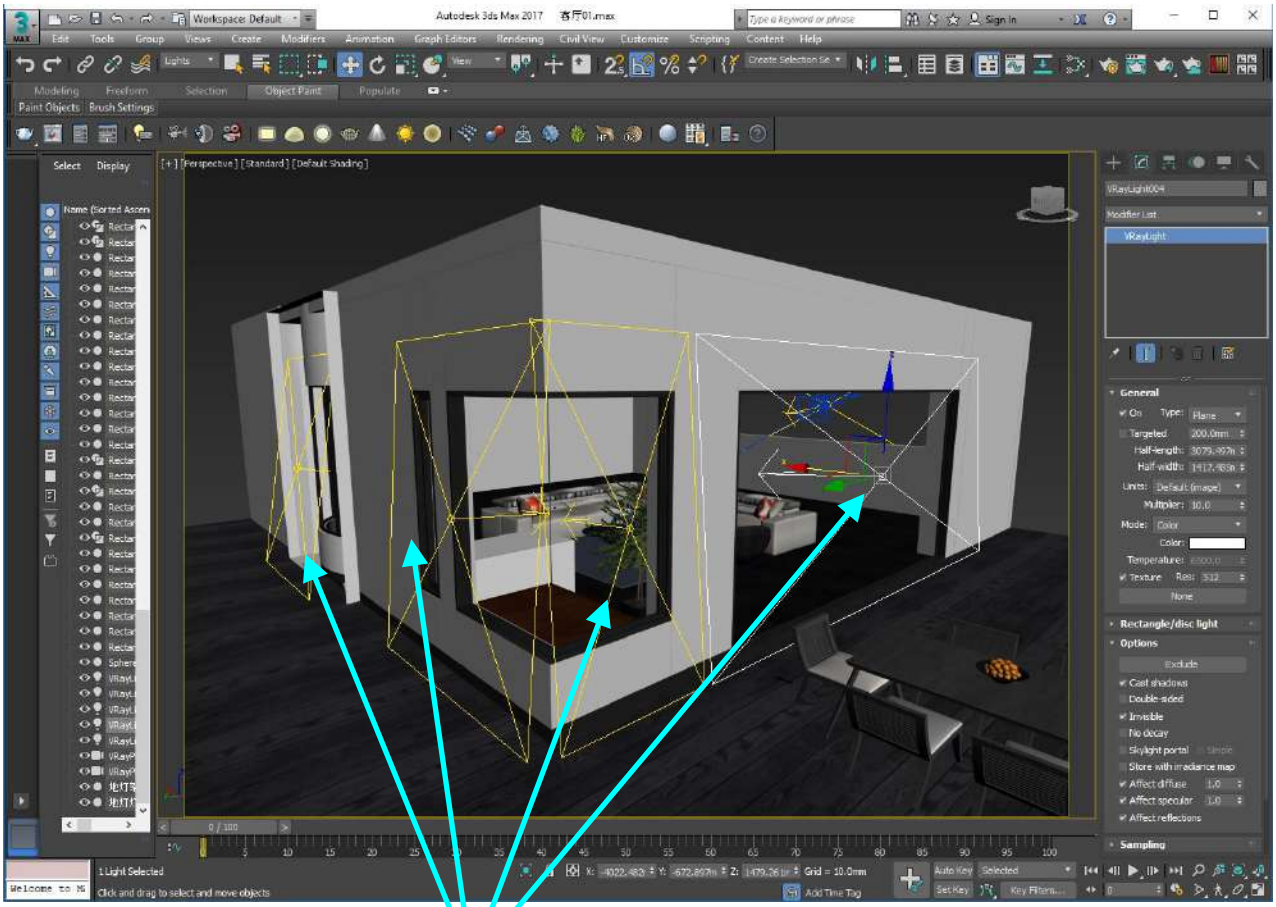


一切完成之后，接下来我们要开始 render (渲染)
用滑鼠按下“...”来设置存储的地方

由于渲染的画质在 320x200，很快的在 8 秒渲染完

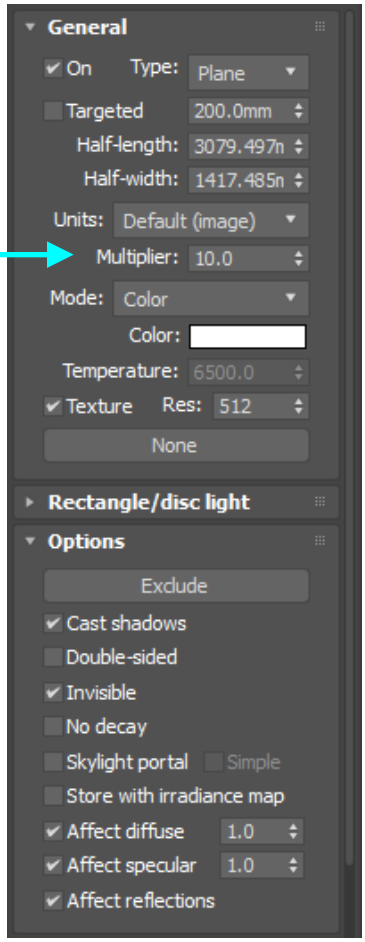


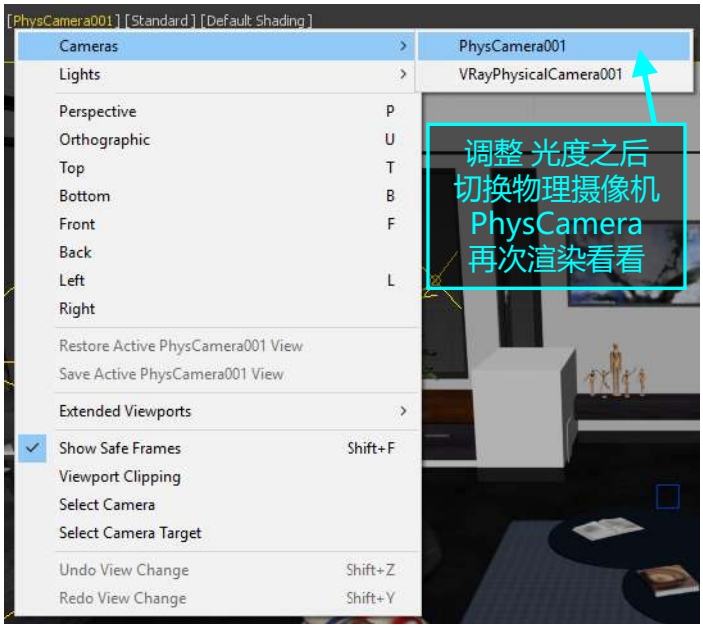
渲染完的图片 (320x200)

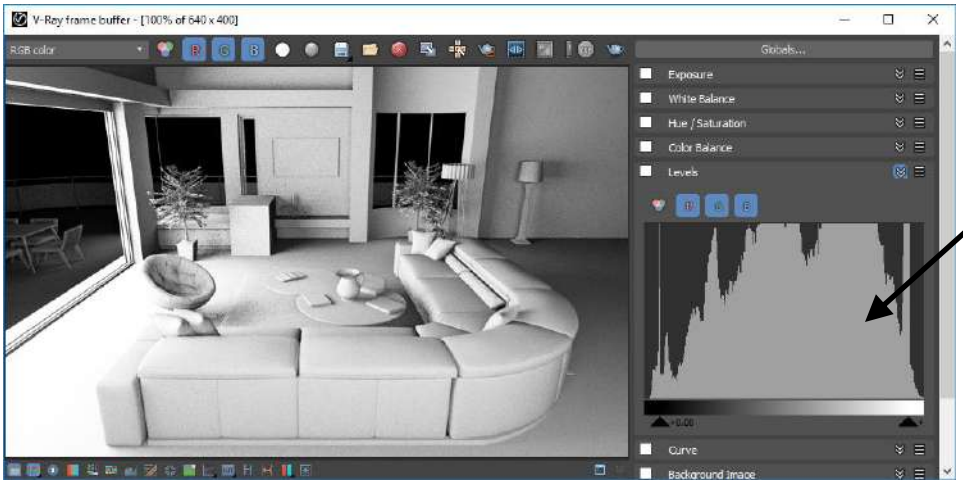


接下来我们要调整所有每一个 VRayLight 的光的强度

在这里，Multiplier 可以调整 VRayLight 光的强度

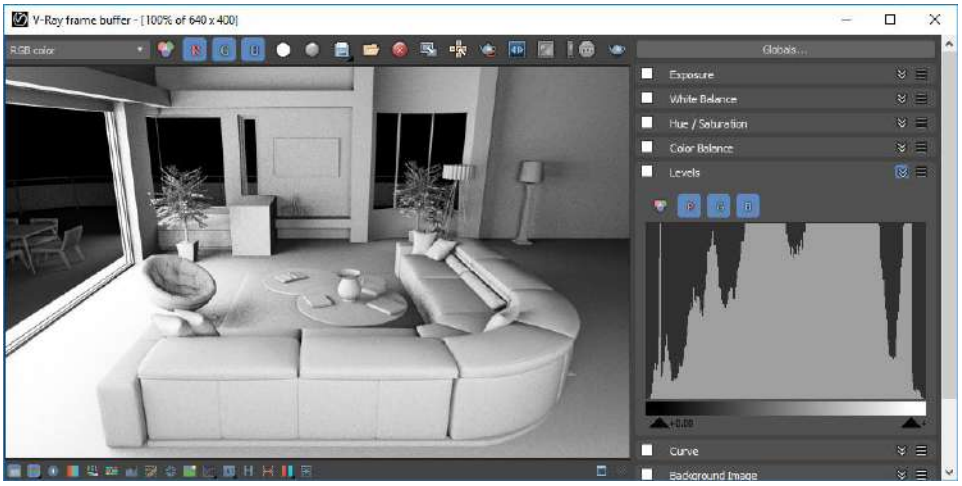




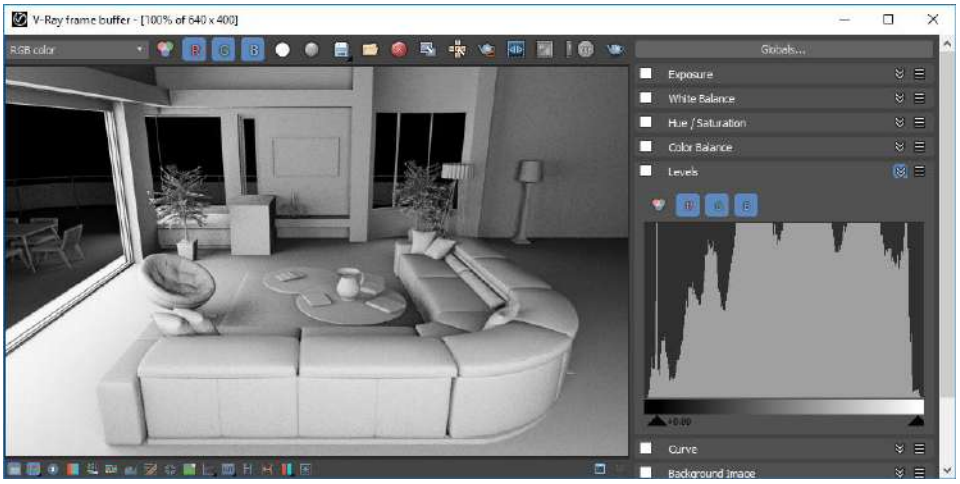


注意:
我们的 Levels 图形
形状要像山坡这样

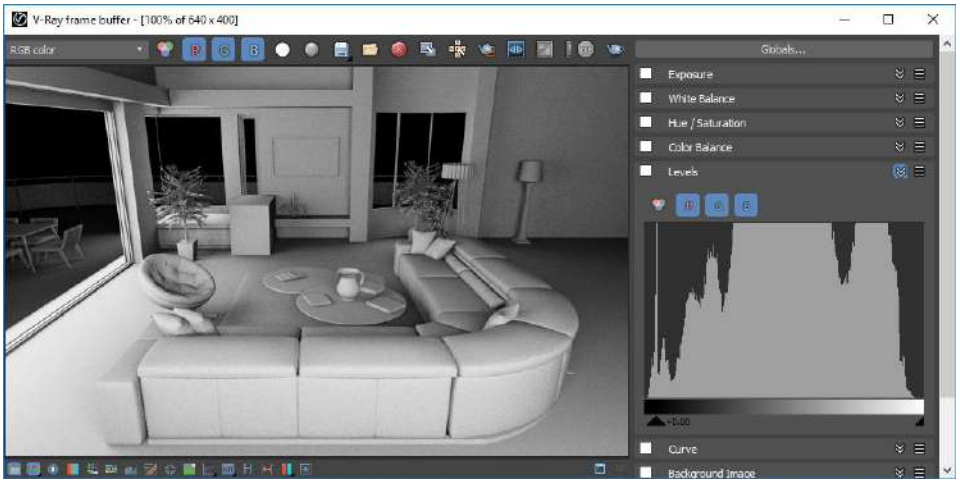
Multiplier 30
门口曝光了
太亮了，不可以



Multiplier 20
不行，还是太亮了



Multiplier 10
虽然明显比较暗了
但是门口的部分
还是太白

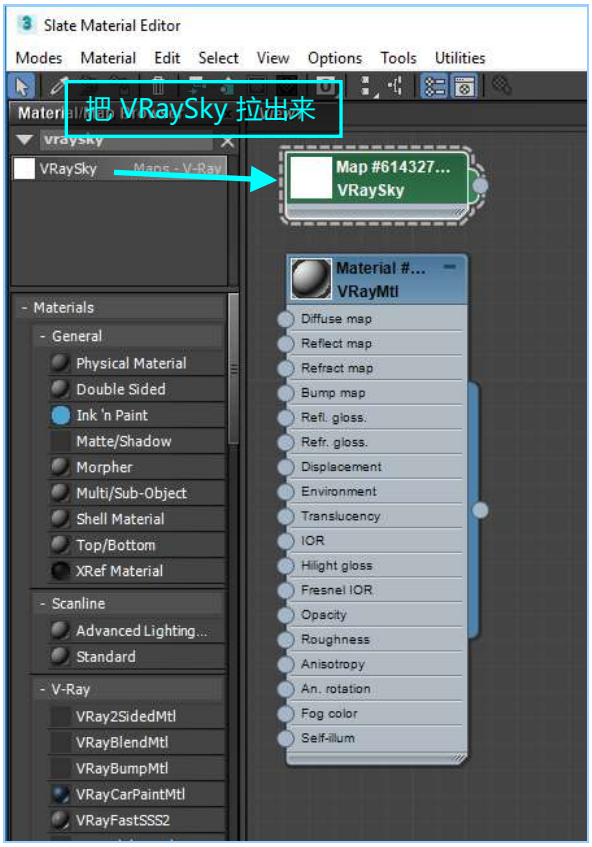


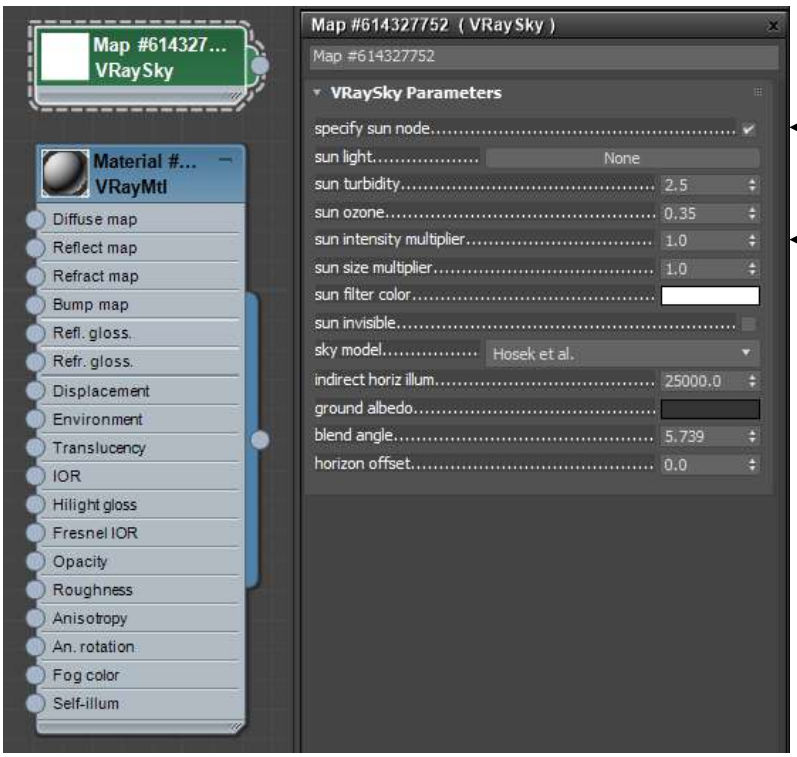
Multiplier 7
门口的部分
不会太过太白

感觉 Multiplier 7
比较适合

调好 VRayLight 的光度之后，我们来创建 VRaySky 天空光

我们打开 Slate Material Editor
在 Material/Map Browser 里
搜找 vraysky

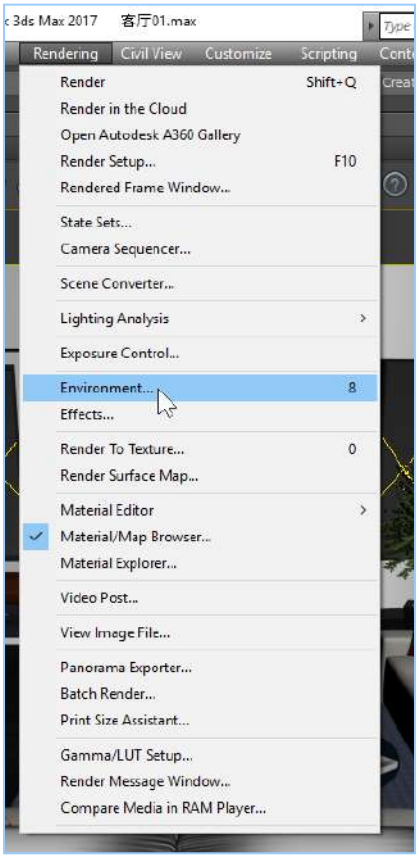




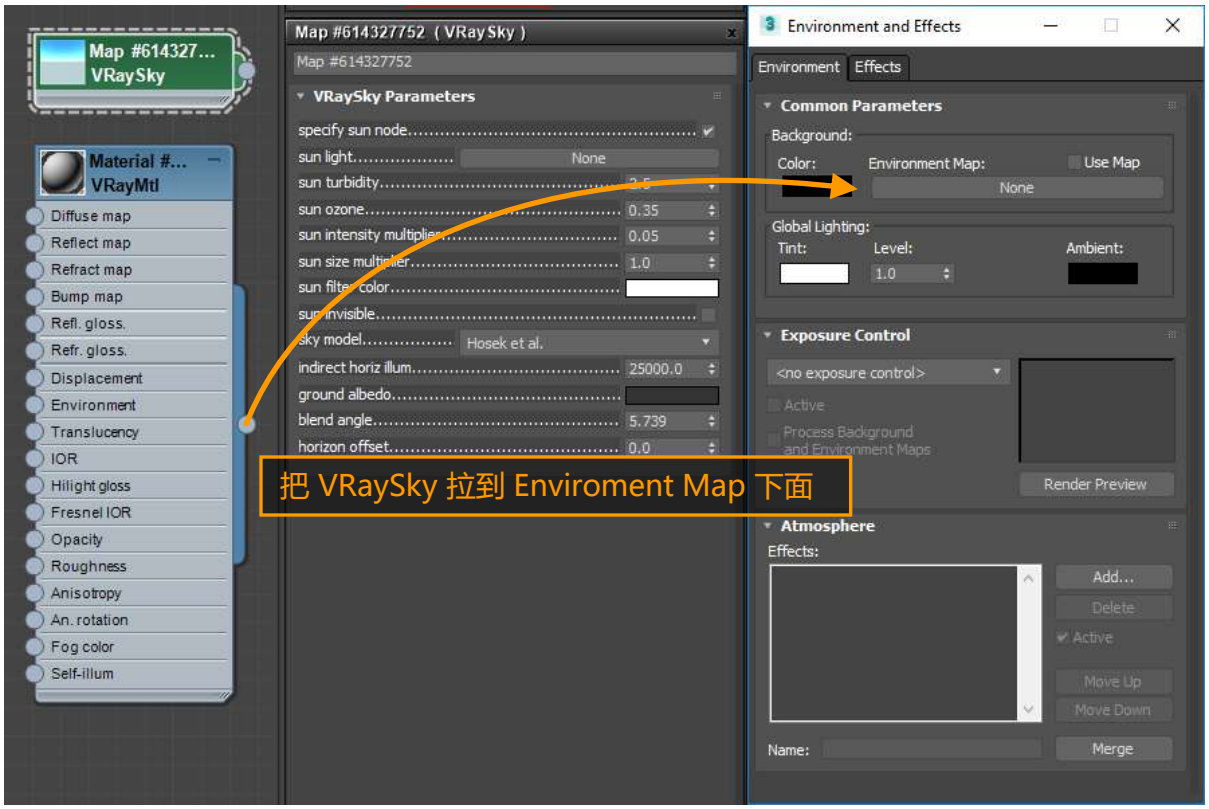
打勾 specify sun node

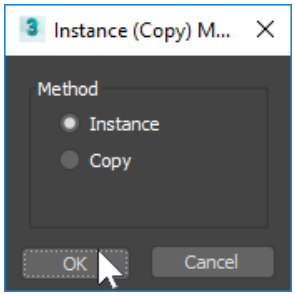
调你想要的天空光亮度
在 sun intensity multiplier

大家有各自不一样的天空亮度
依照个人所需要的数值
Example: 0.05



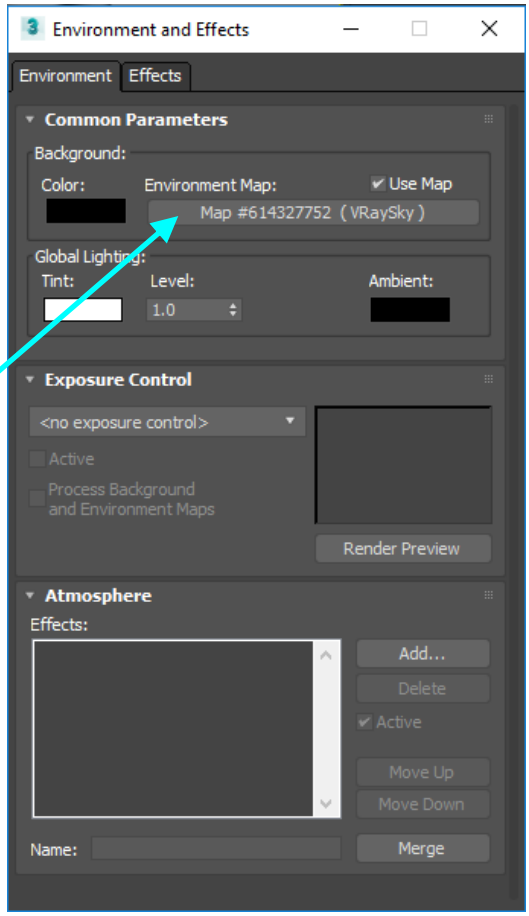
打开 Enviroment



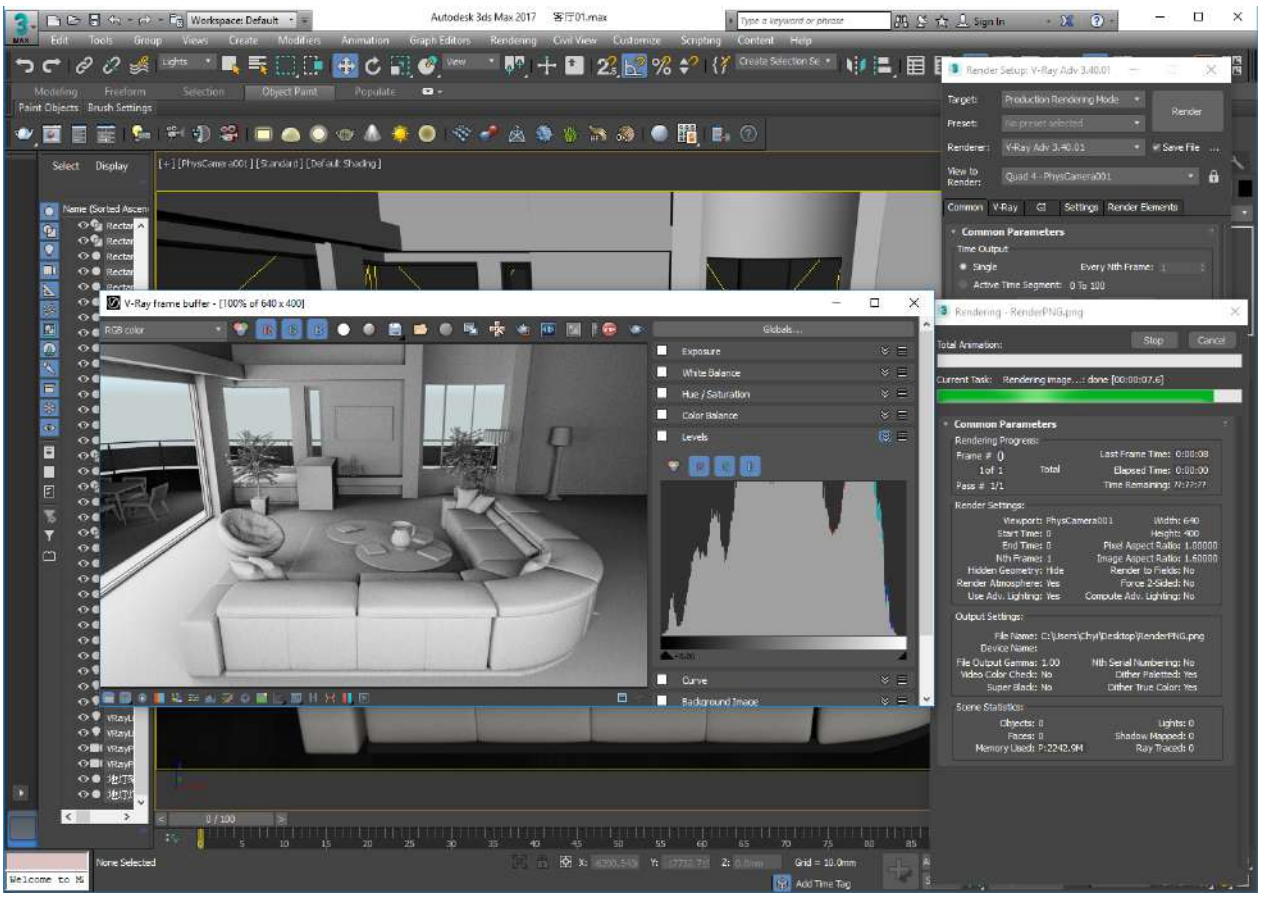


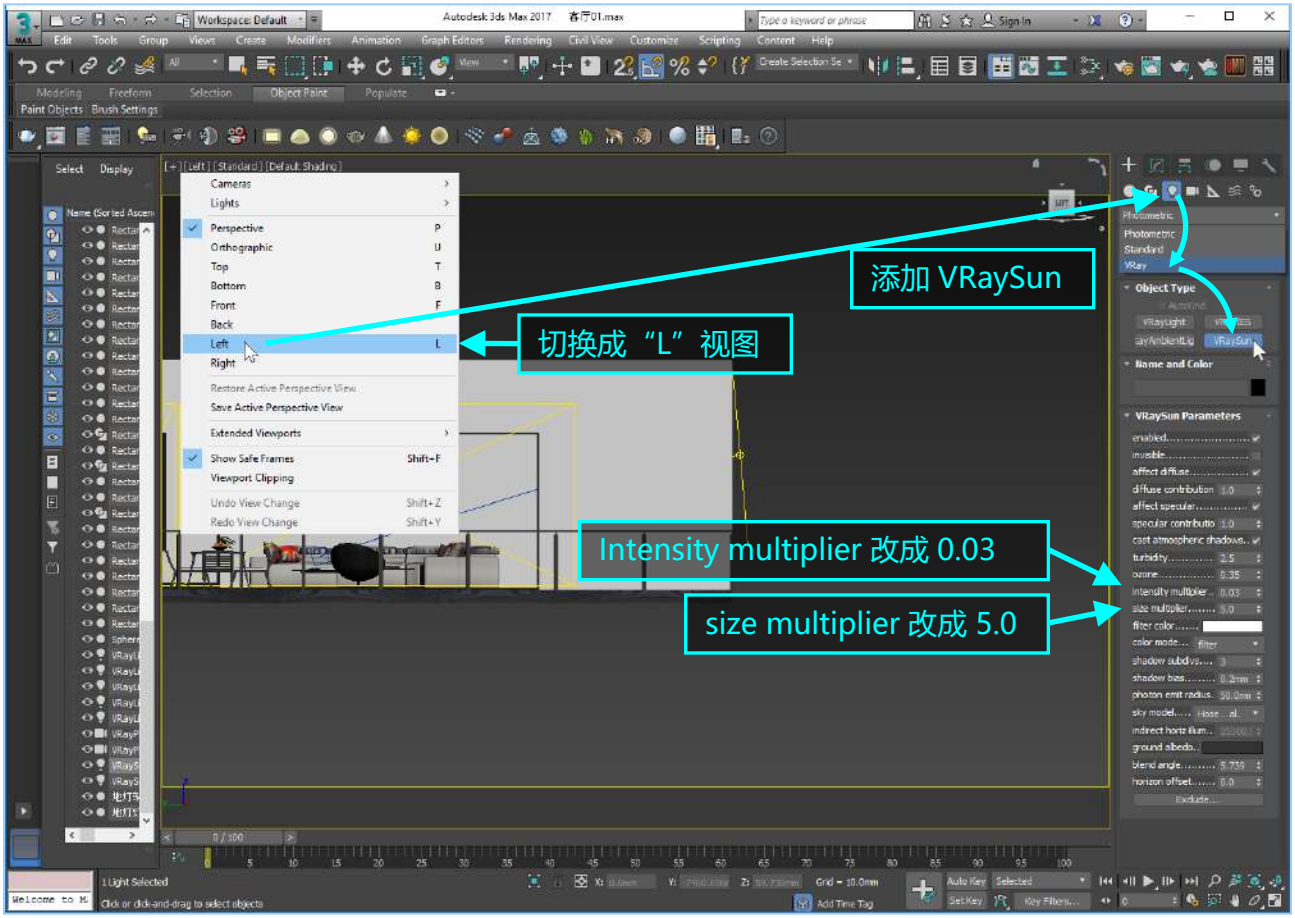
选 Instance

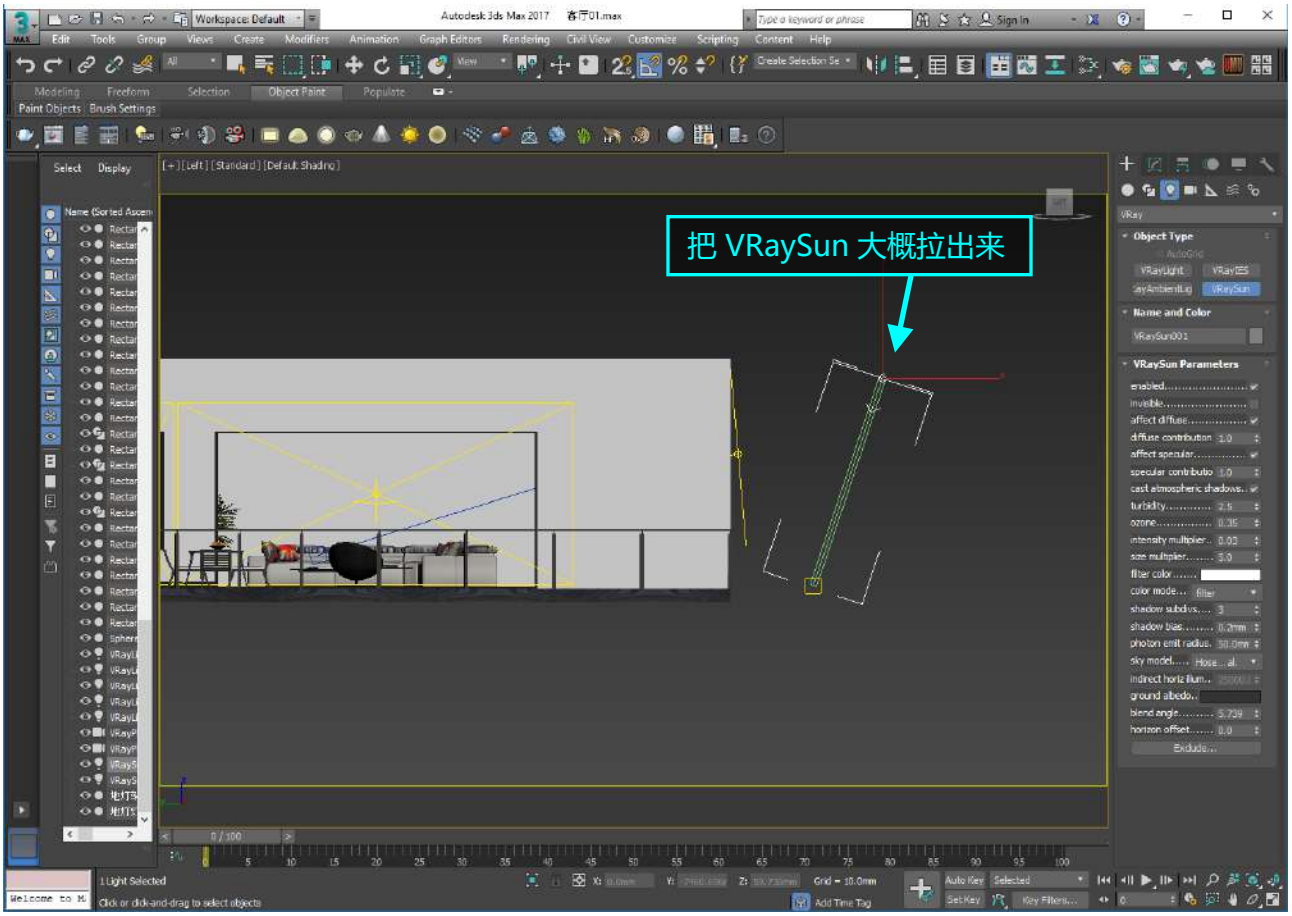
之后就会出现
Map #614327752 (数字)

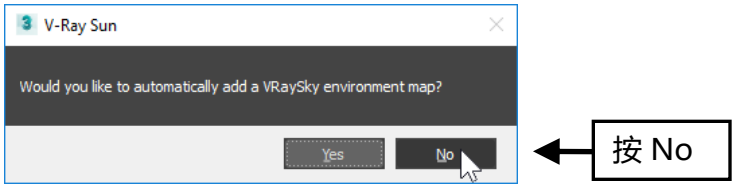


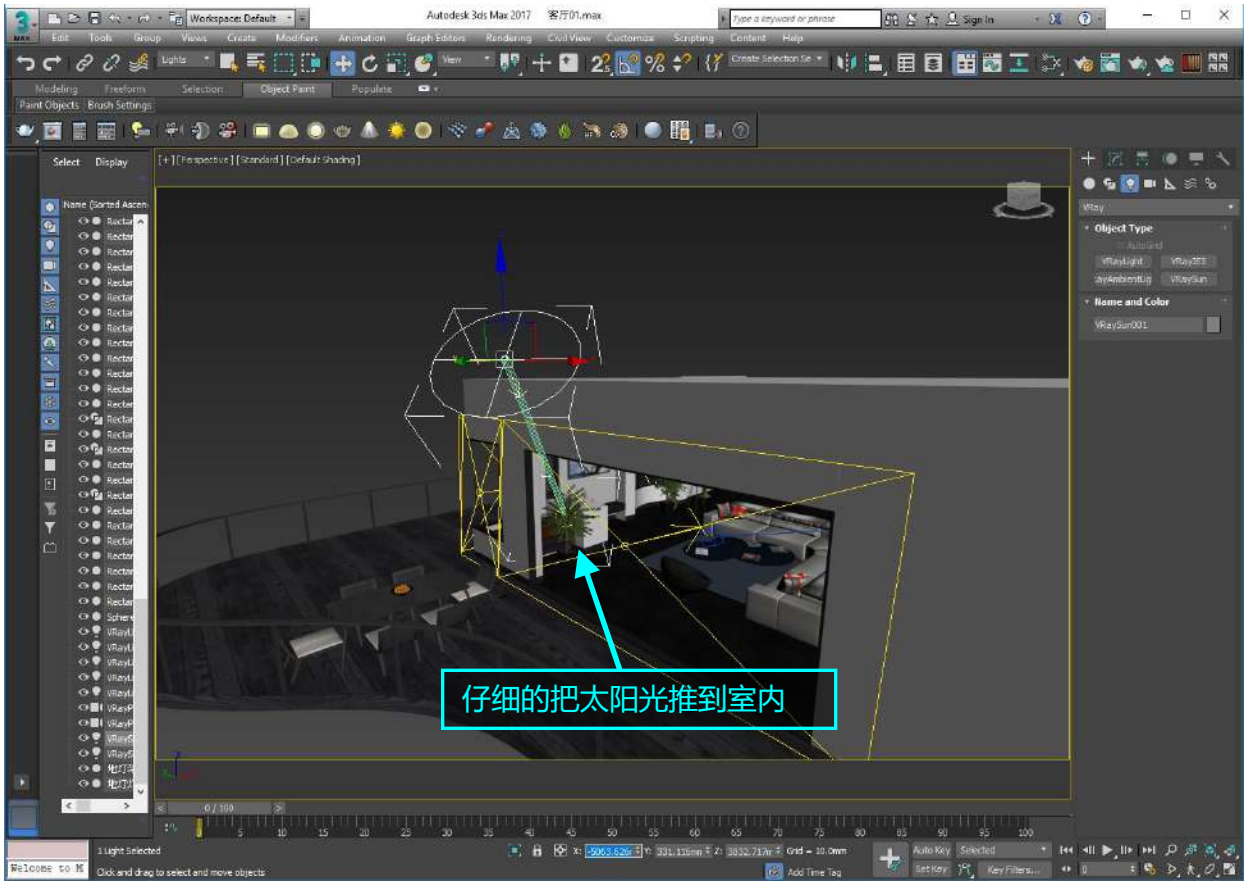
添加了 VRaySky (天空光) 和 Enviroment (环境光)
我们就可以渲染，看看是否天空光和环境光太亮或太暗

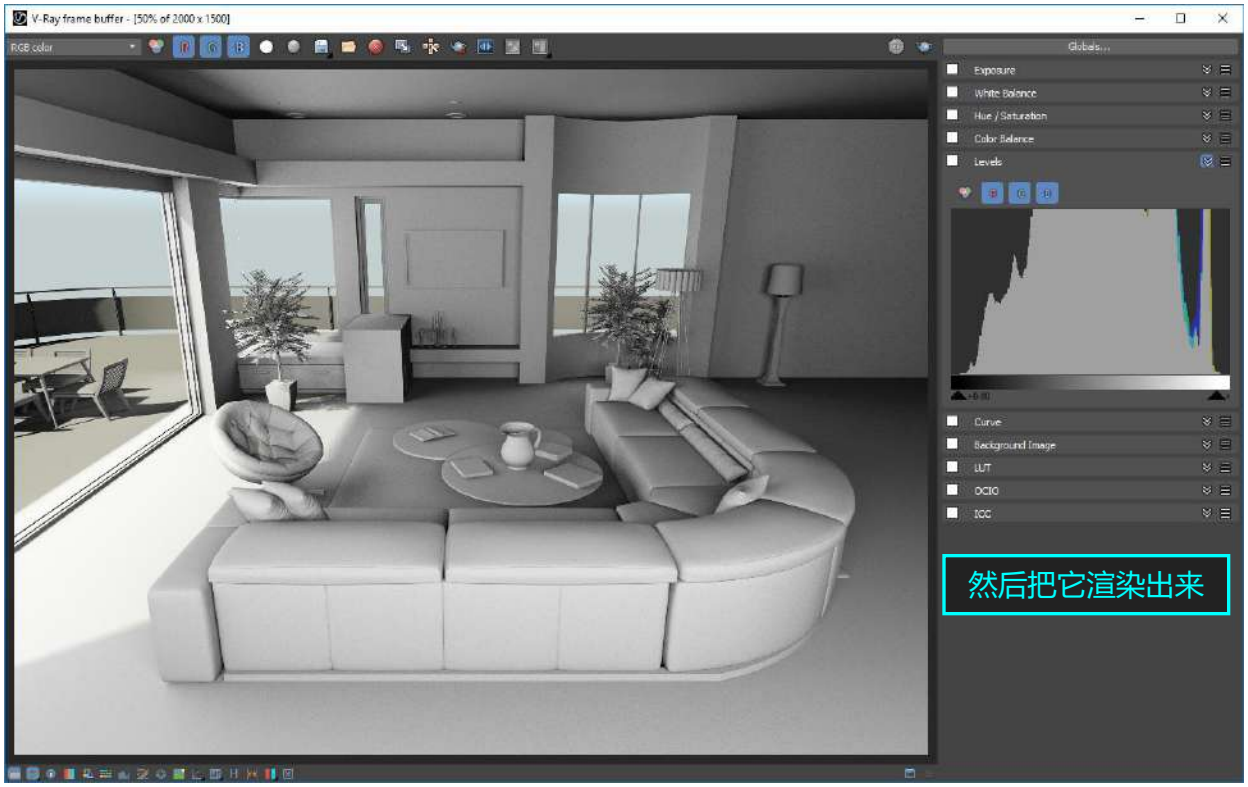


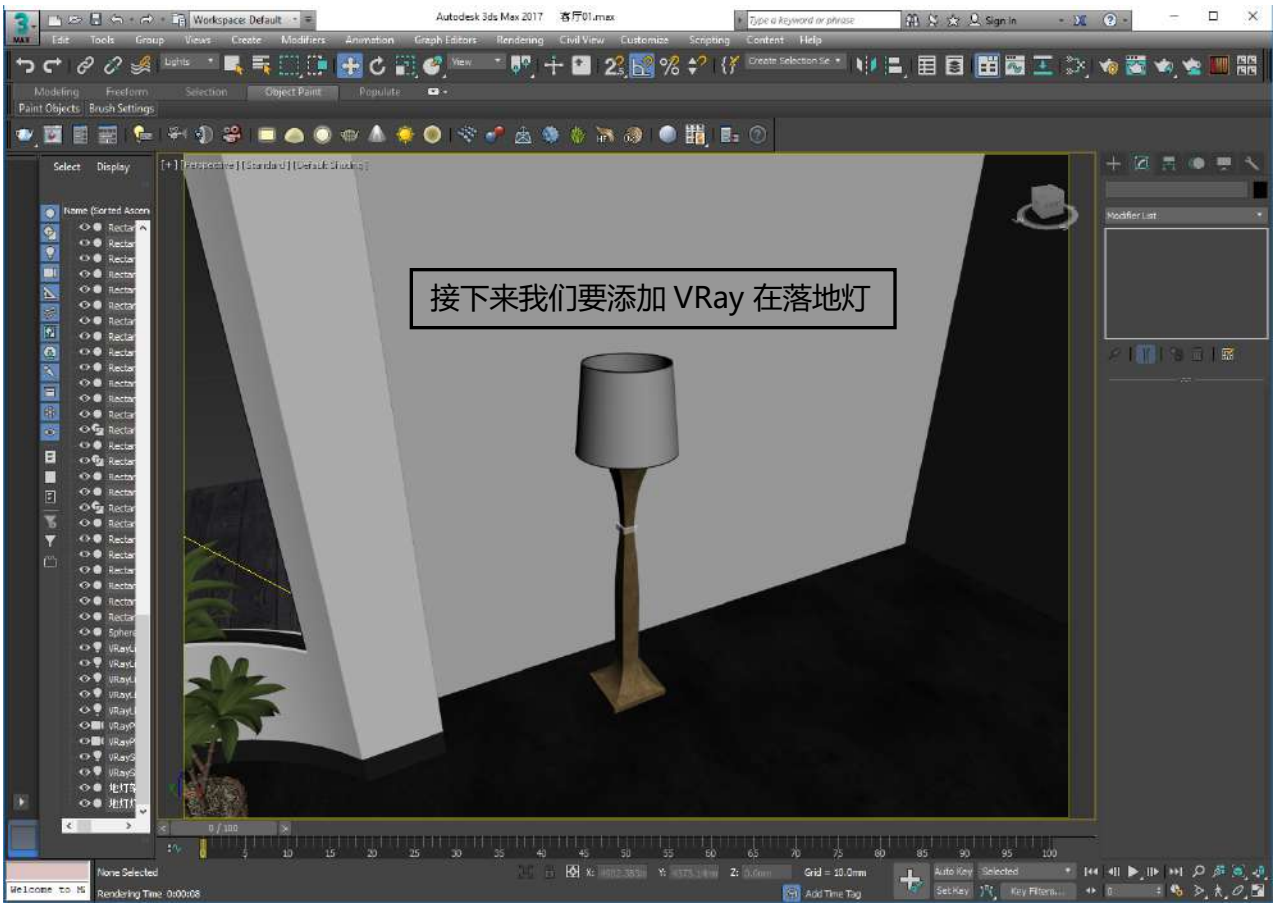

添加 VRaySun
切换成“L”视图
Intensity multiplier 改成 0.03
size multiplier 改成 5.0

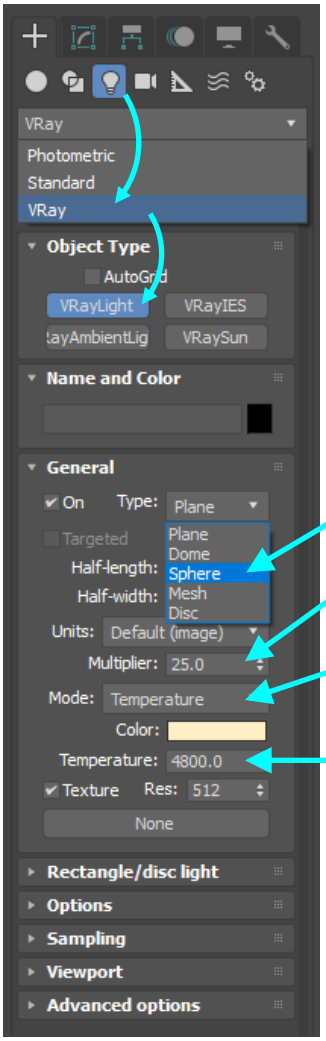

把 VRaySun 大概拉出来


V-Ray Sun
Would you like to automatically add a VRaySky environment map?
Yes
No
按 No


仔细的把太阳光推到室内


然后把它渲染出来





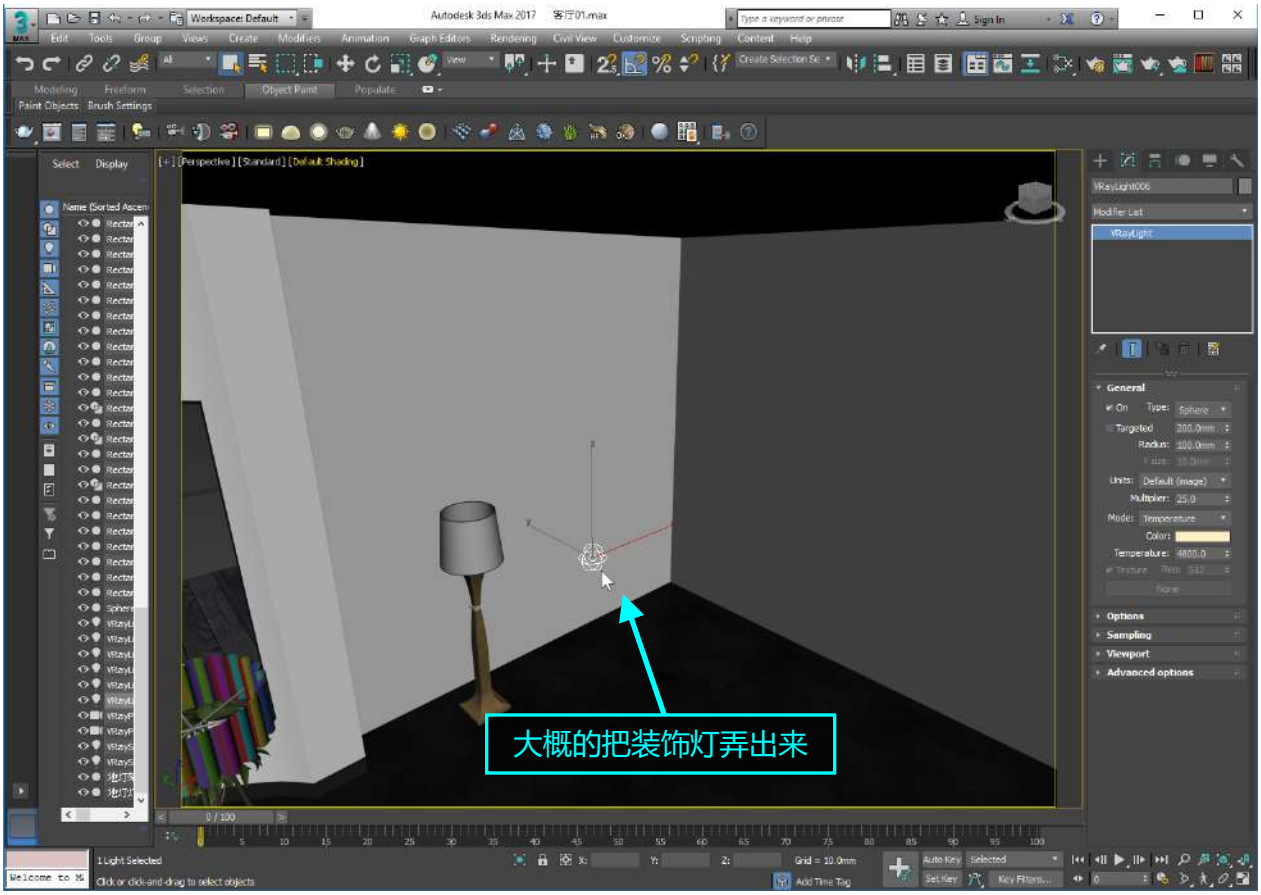
添加 VRayLight

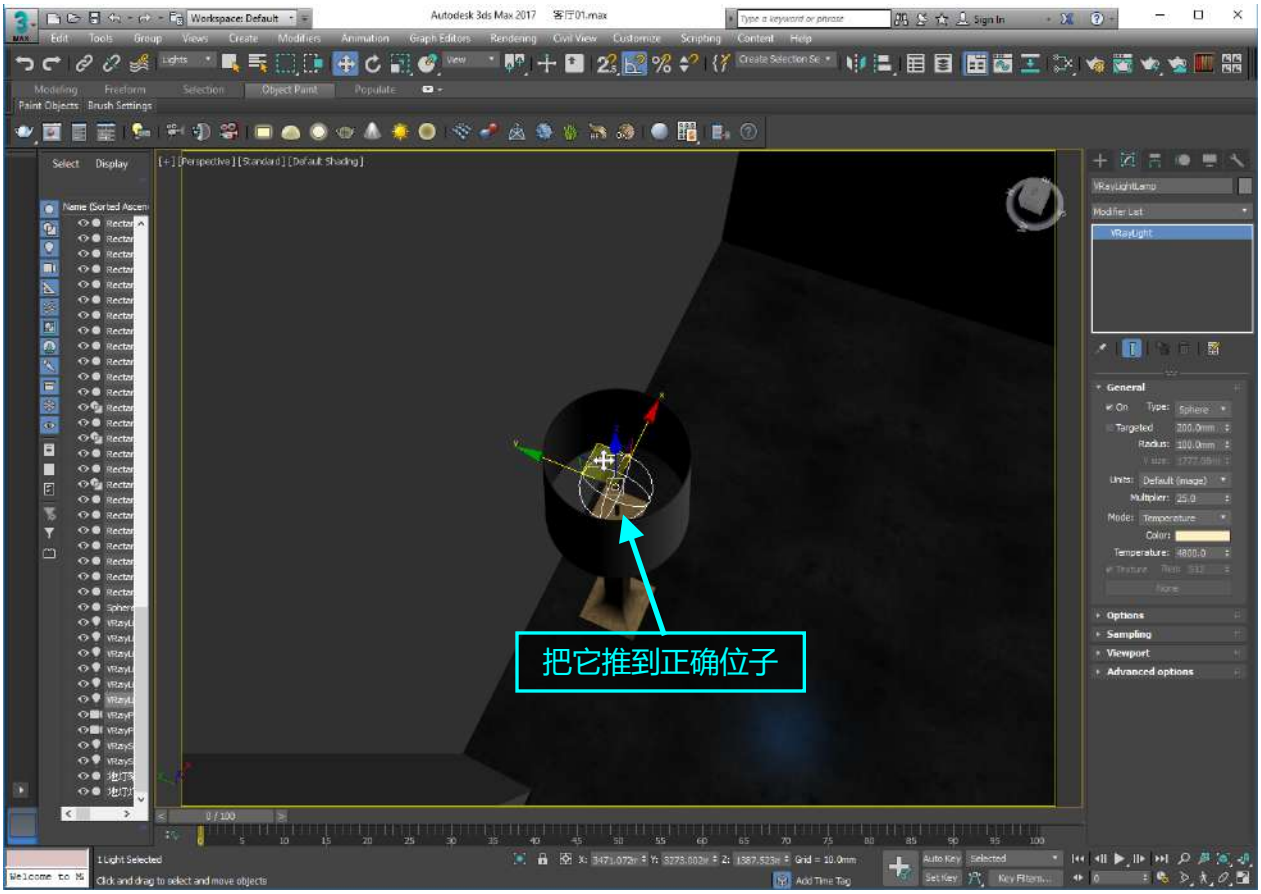
把 Plane 改成 Sphere

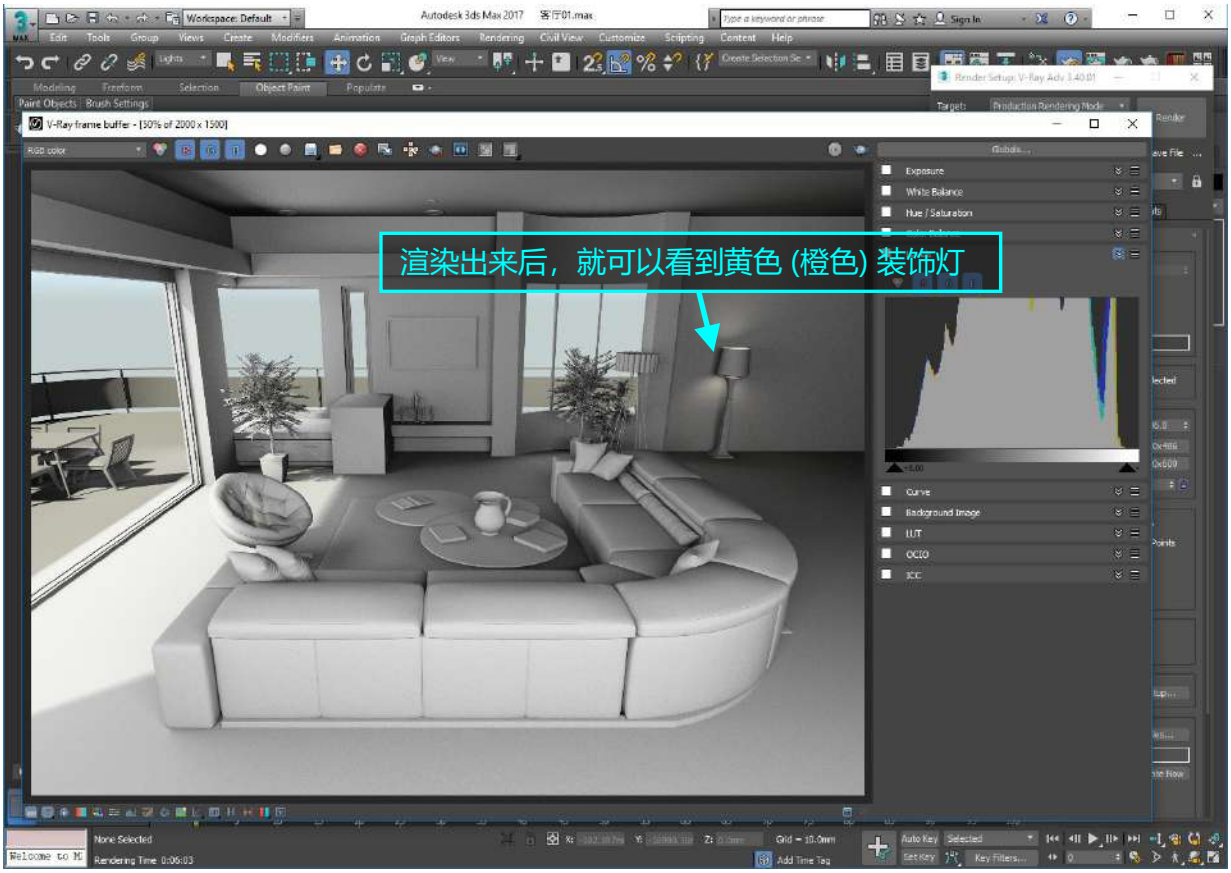
在这里可以调整装饰灯的光亮度

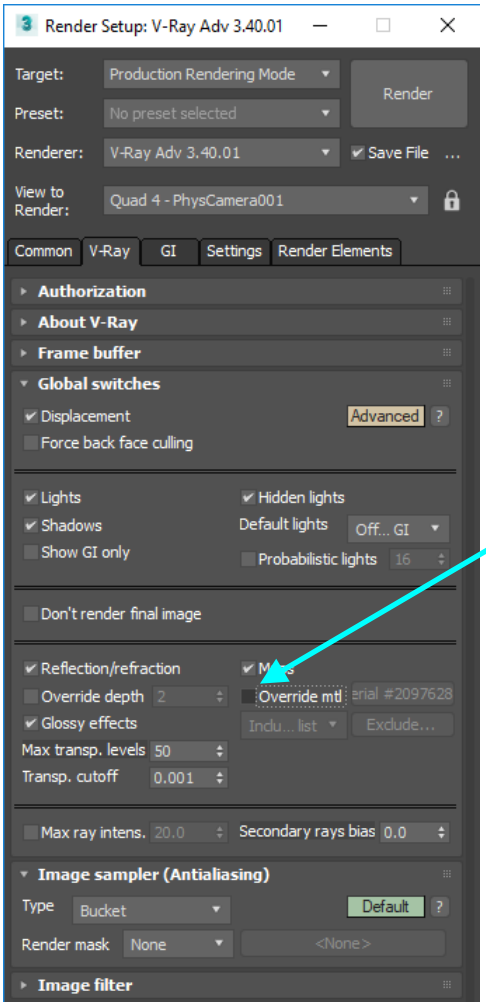
改成 Temperature

Temperature 改成 4800
颜色就会自动变成黄色 (橙色)

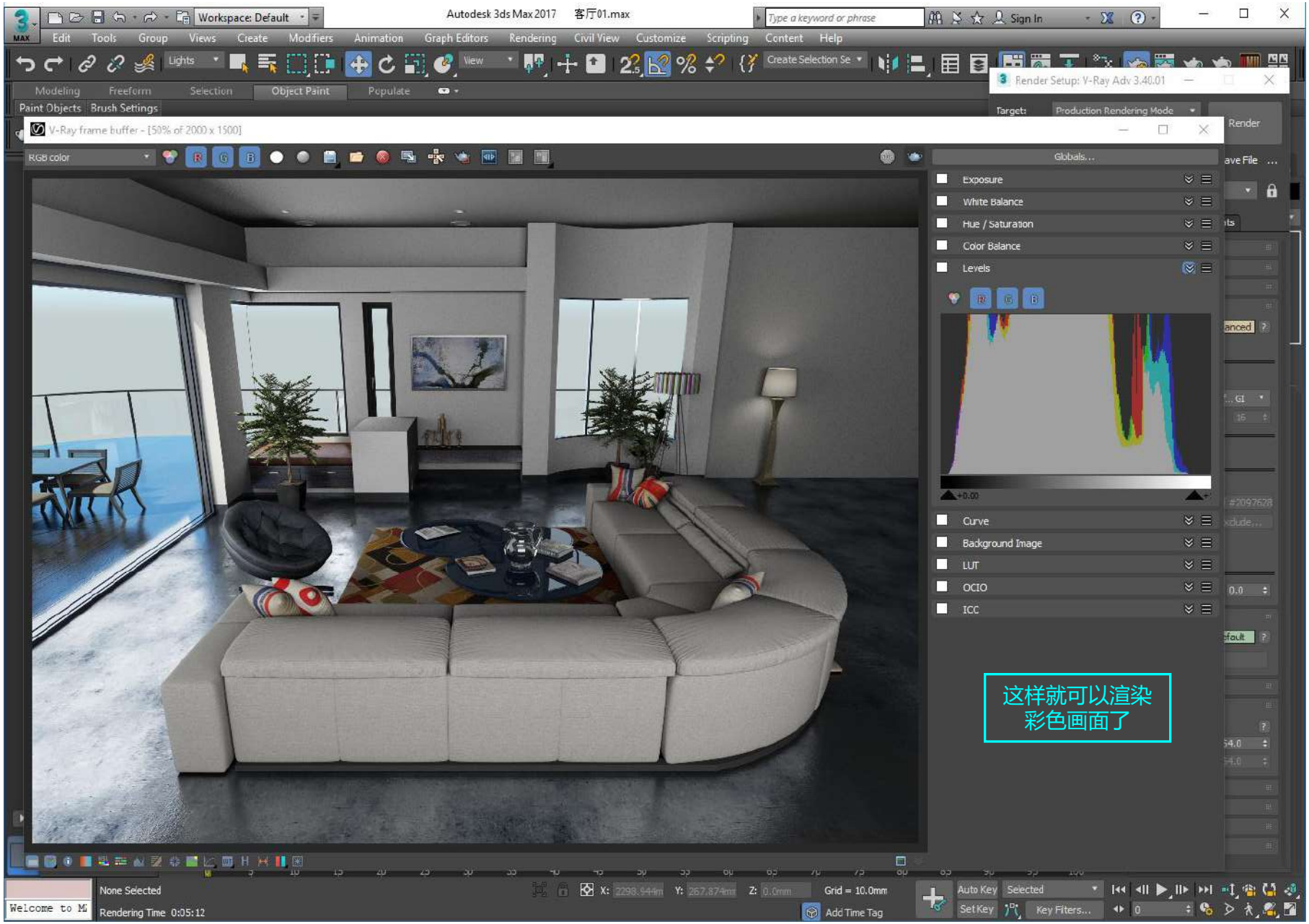

大概的把装饰灯弄出来


把它推到正确位子

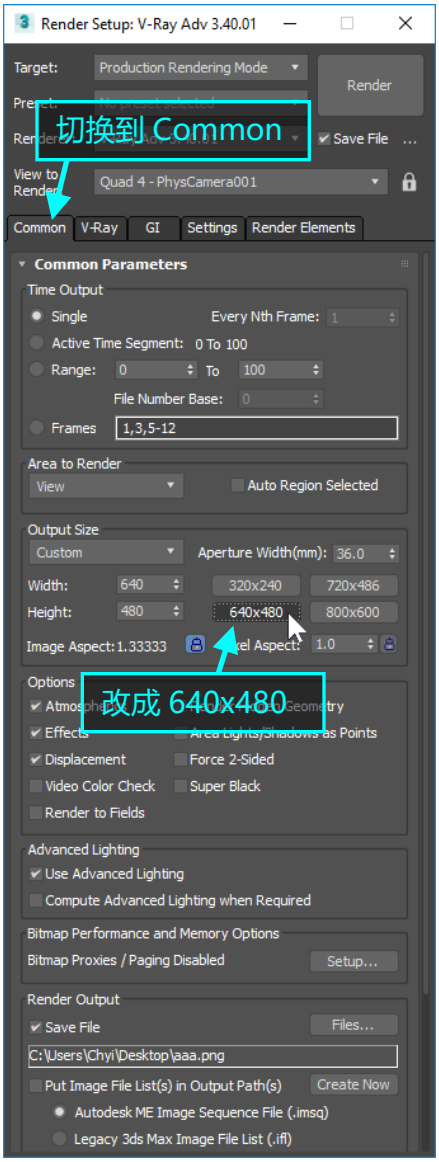




接下来我们要渲染有颜色
就把 Override mtl 给取消


Autodesk 3ds Max 2017
客厅01.max
Workspace: Default
Render Setup: V-Ray Adv 3.40.01
V-Ray frame buffer - [50% of 2000 x 1500]
RGB color
Globals...
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Curve
Background Image
LUT
OCIO
ICC
这样就可以渲染
彩色画面了
None Selected
Rendering Time 0:05:12
Grid = 10.0mm
Add Time Tag

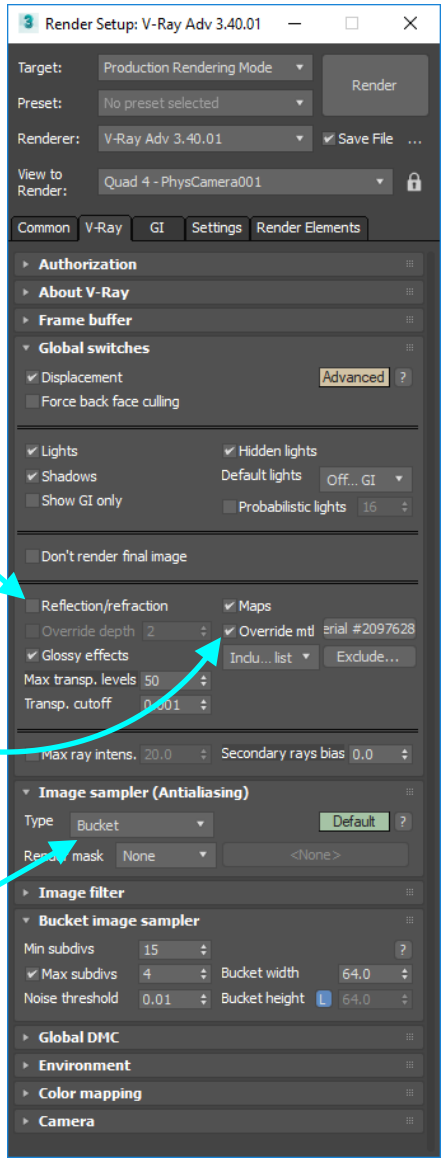
接下来我们要渲染和储存光子膜 （Irradiance map）



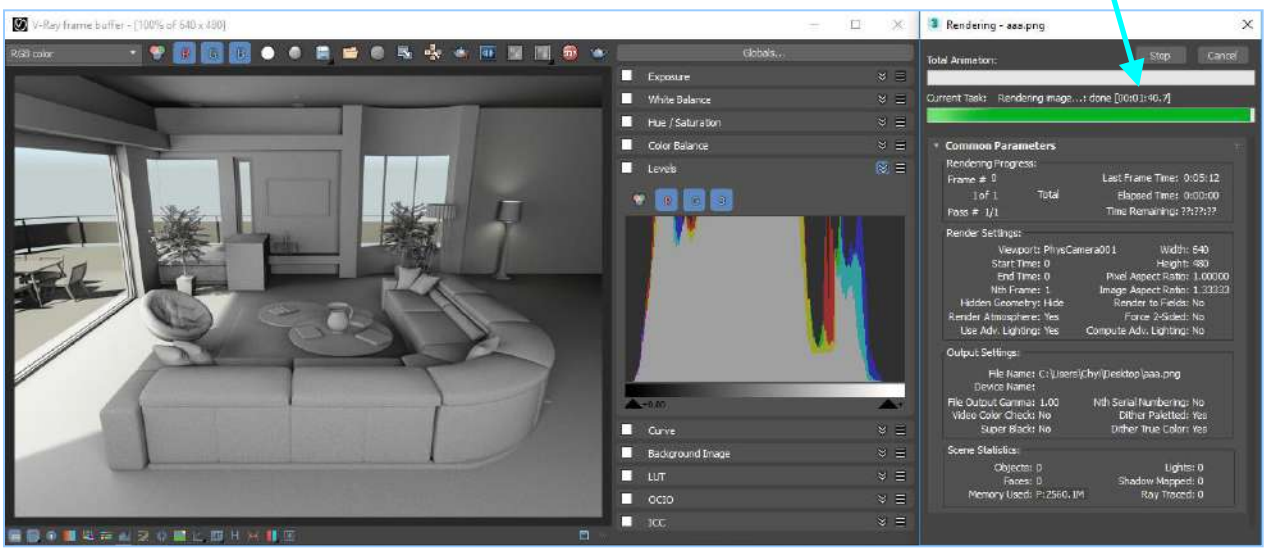
取消 Reflection/refraction

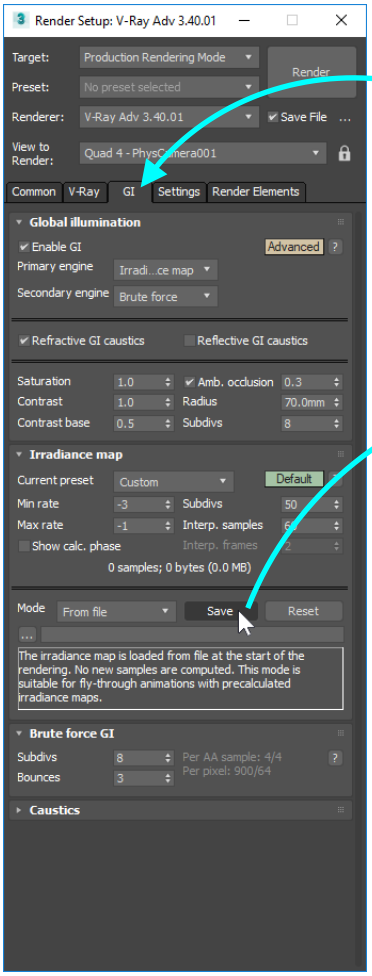
打勾 Override mtl

Type: Bucket

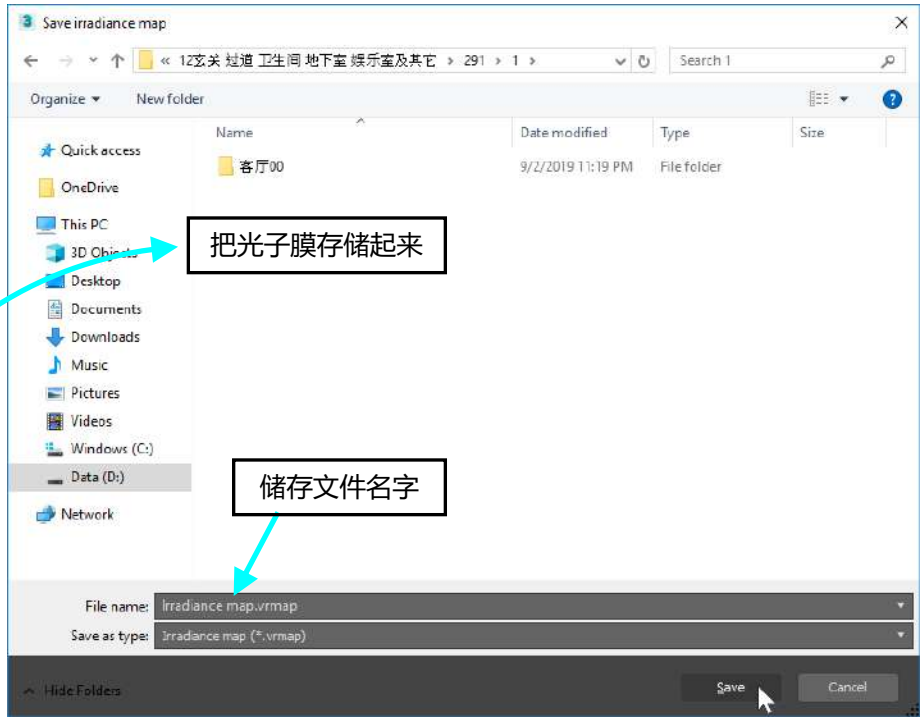


渲染光子膜 640x480 大概在 1 分钟 40 秒





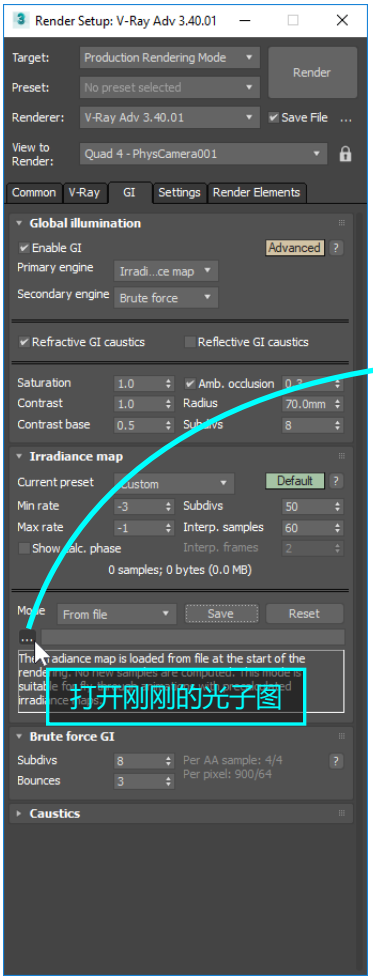
切换到 GI 部分



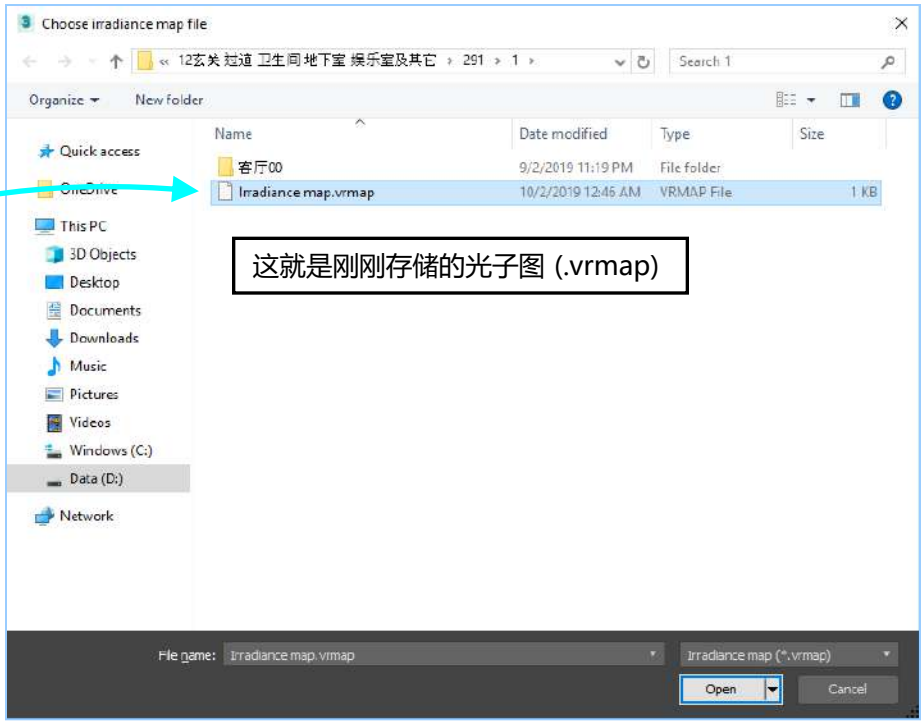
把光子膜存储起来

储存文件名字

按下 Save

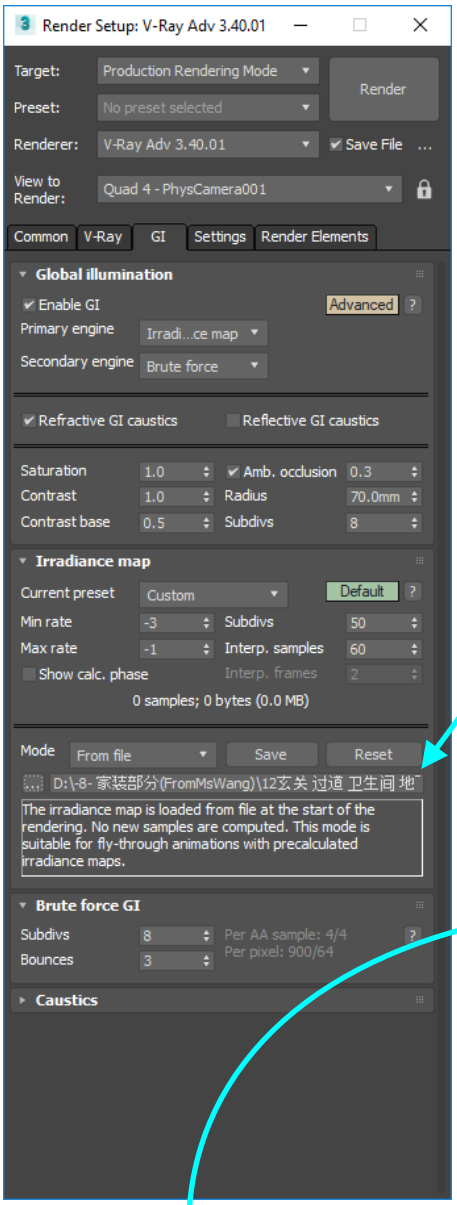


打开刚刚的光子图

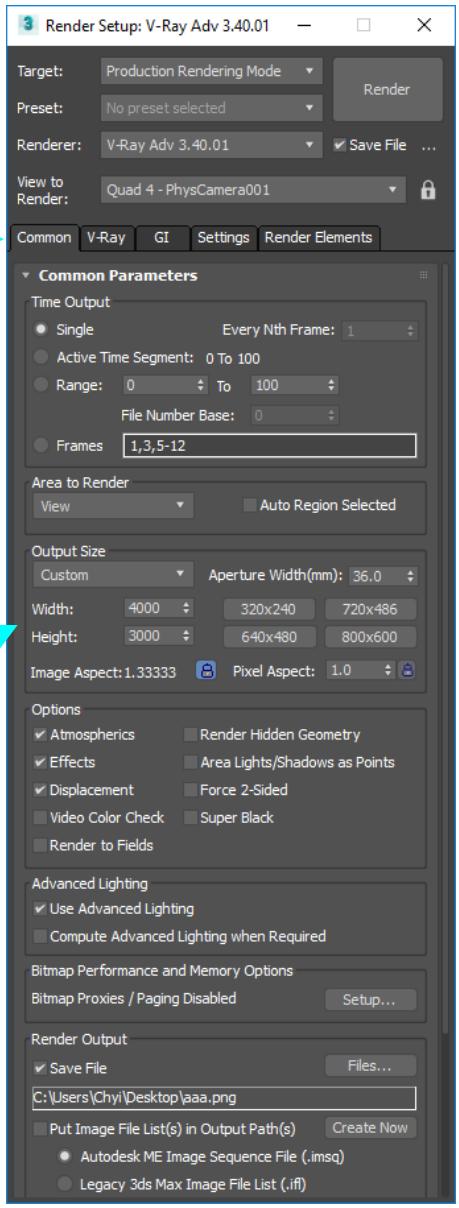


这就是刚刚存储的光子图 (.vrmap)

按下 Open

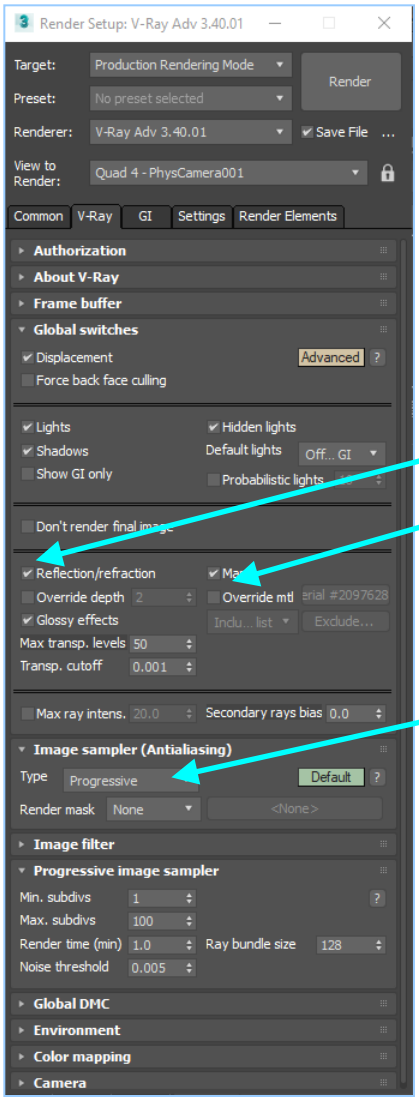


打开之后，你就可以看到刚刚的光子膜
这代表你已经可以使用光子图了



切换到 Common

在这里改成 4000x3000

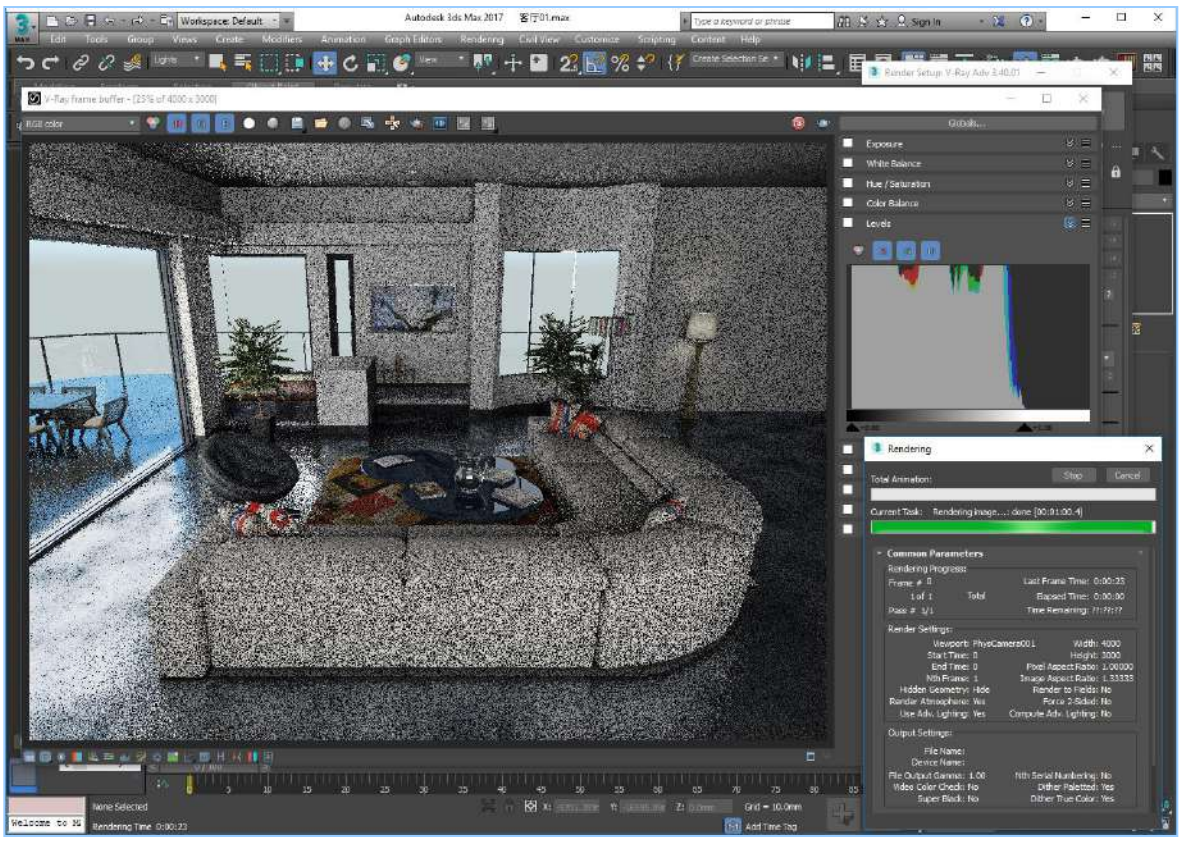


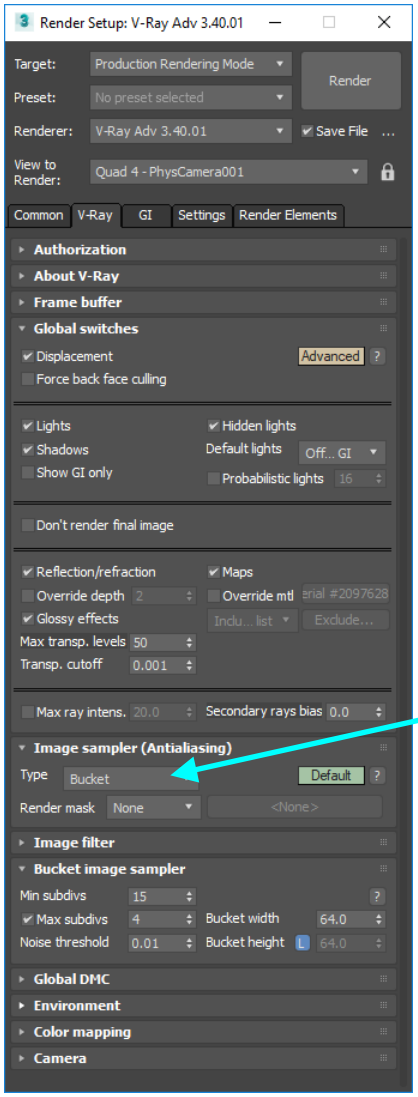
勾选 Reflection/refraction

取消勾选Oveeride mtl

把 Bucket 改成 Progressive，然后把它渲染出来

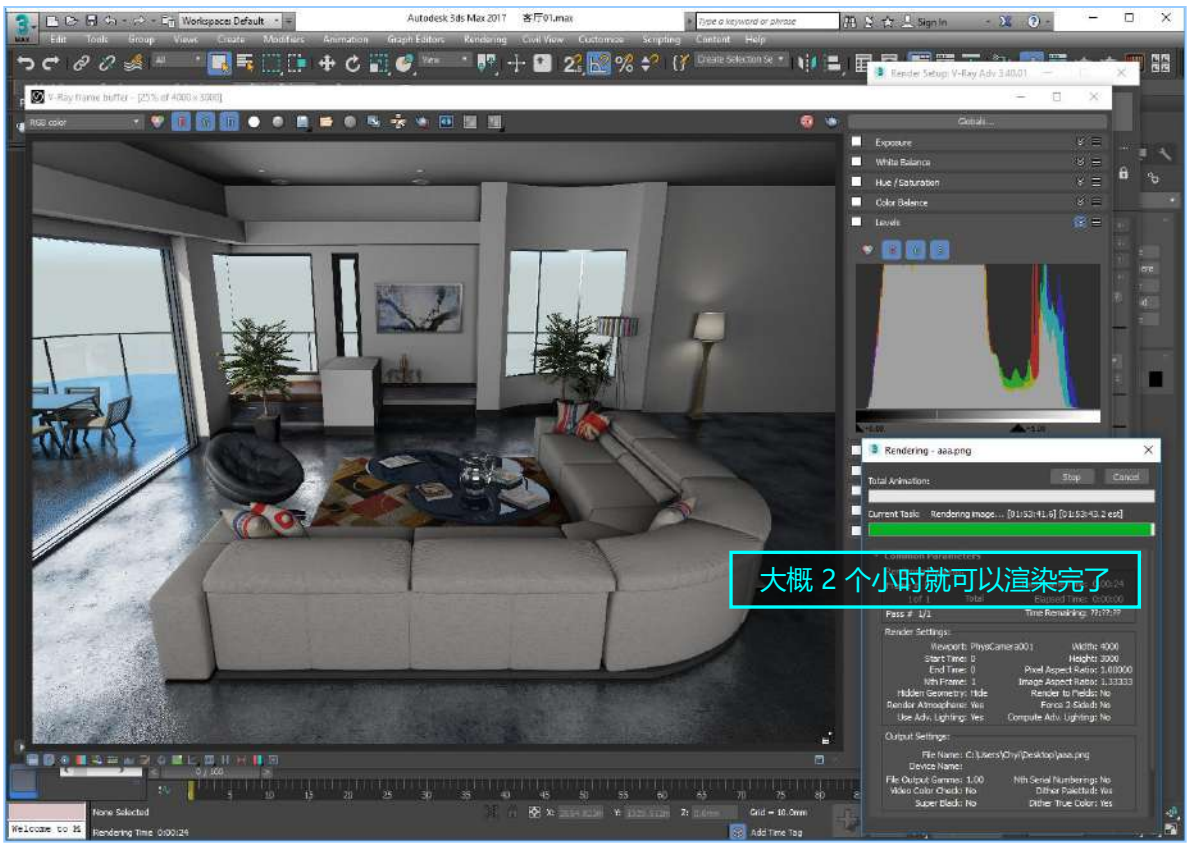
渲染 Progressive 过程





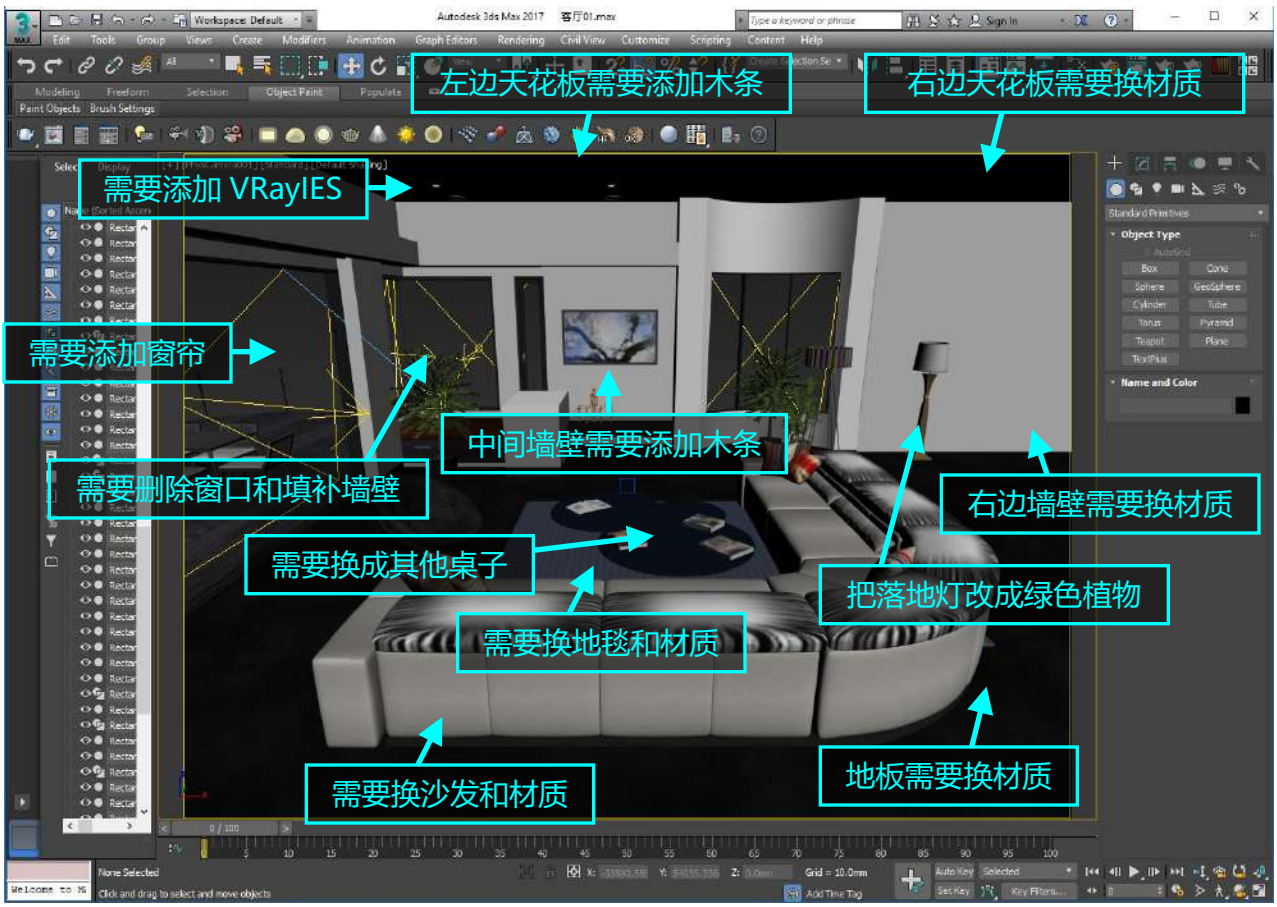
再把 Progressive 改成 Bucket，然后把它渲染出来

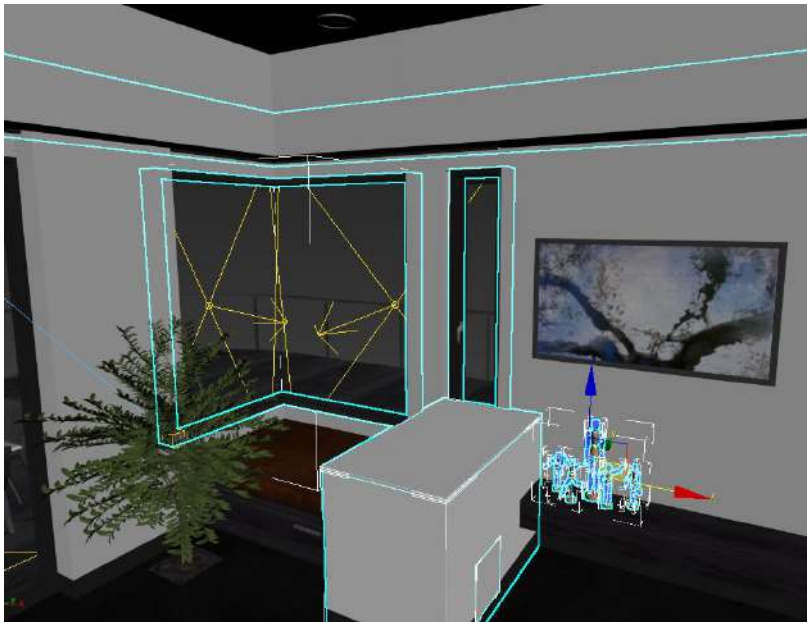
渲染 Bucket 过程



4K 画质渲染完成

接下来我们上网找参考图，做参考设计

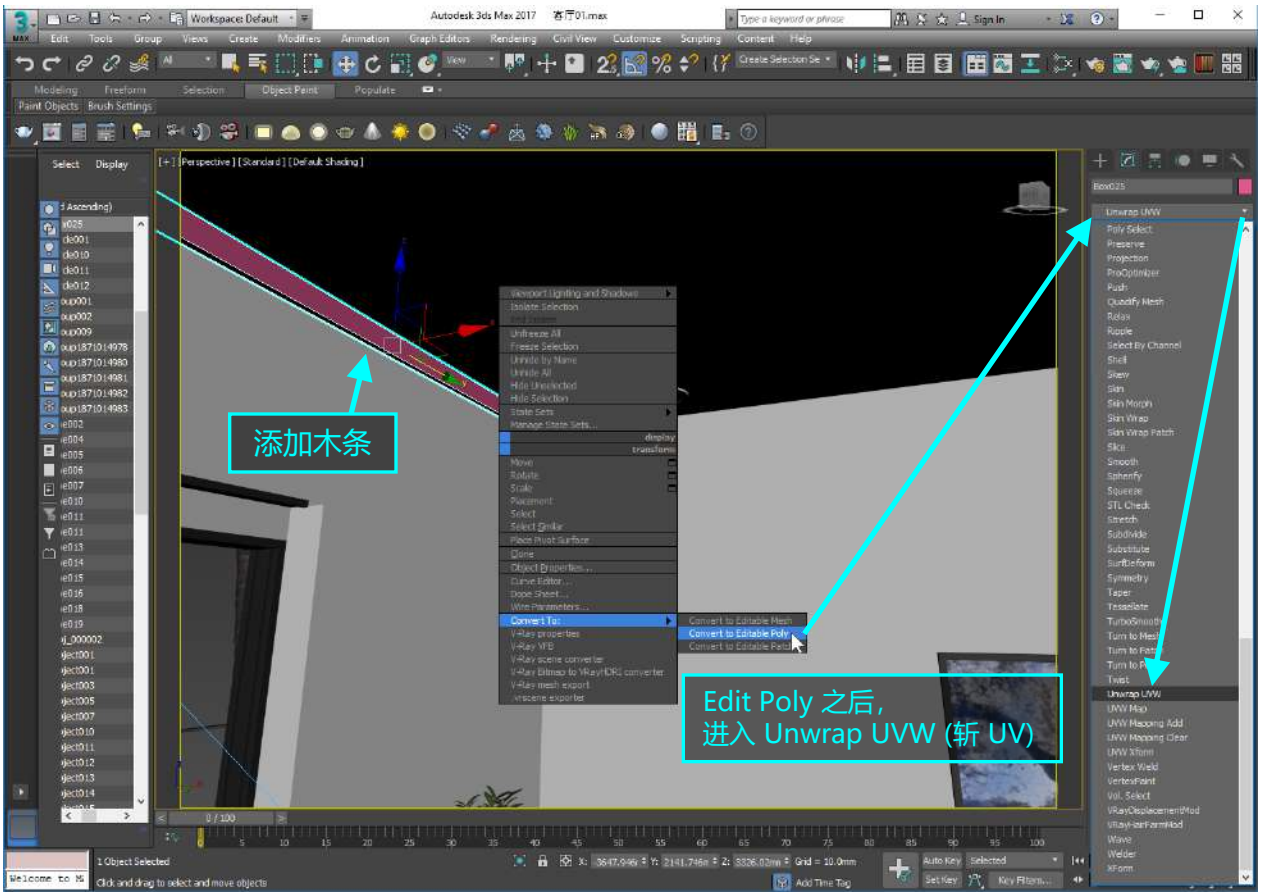


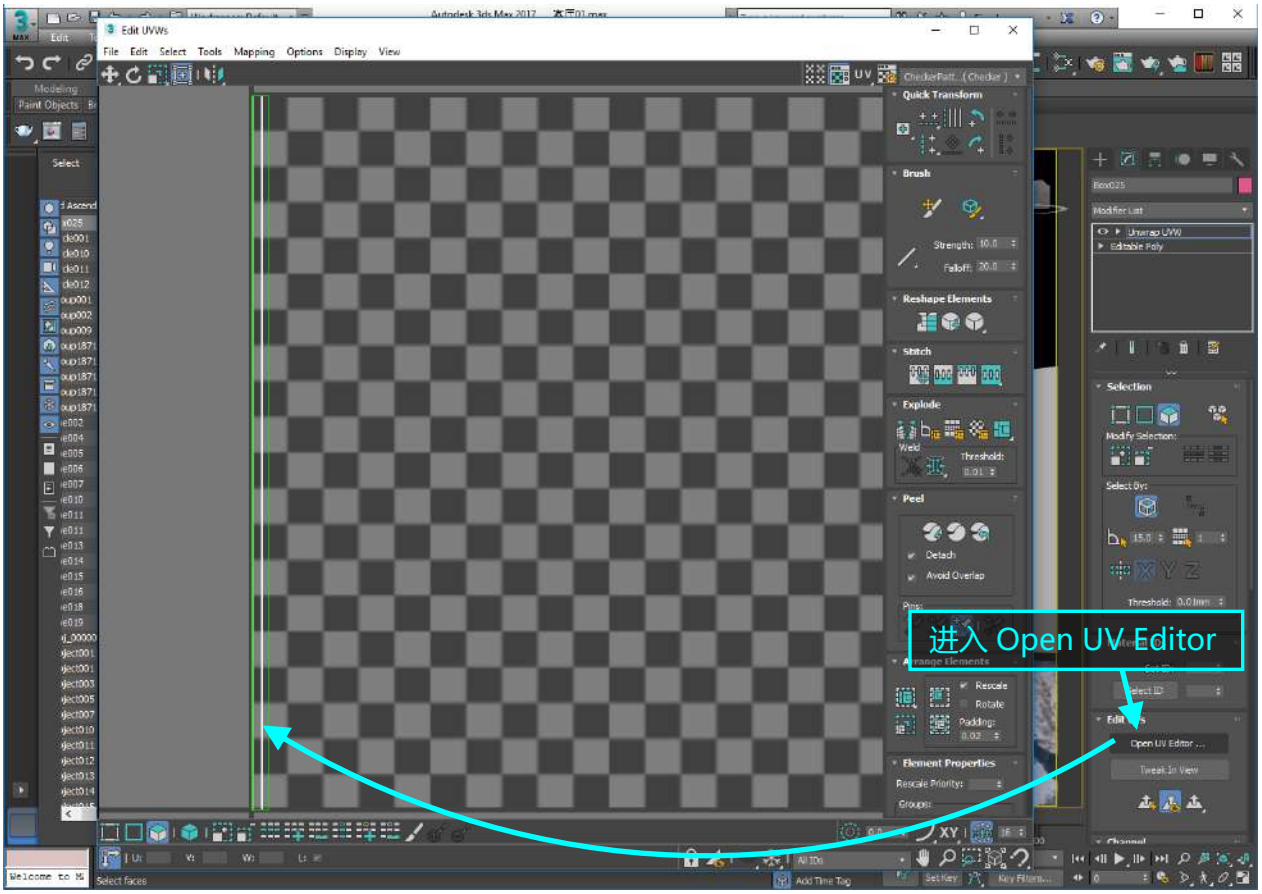


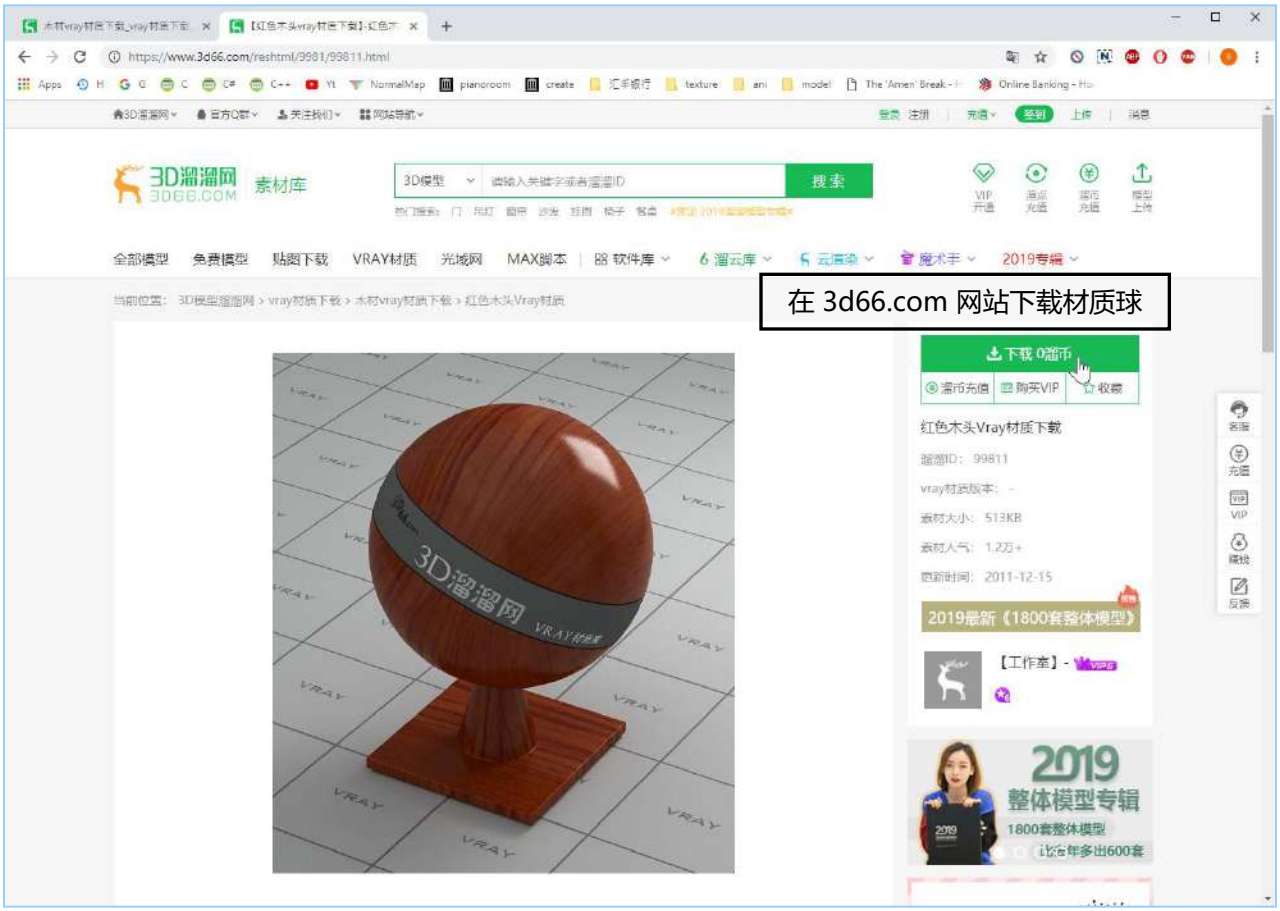
删除掉不要的东西

接下来填补墙壁

墙壁填补完了


添加木条
Edit Poly 之后，
进入 Unwrap UVW (斩 UV)


进入 Open UV Editor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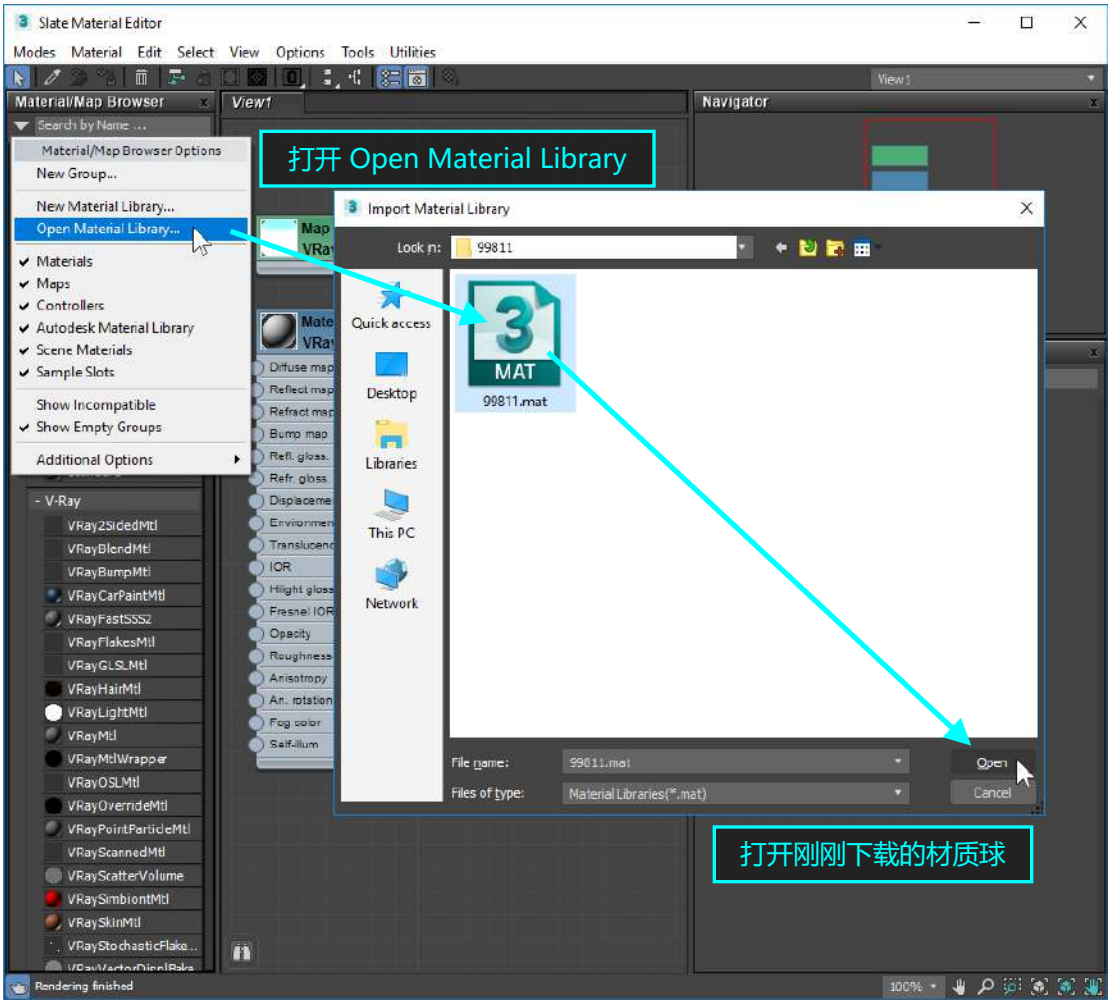
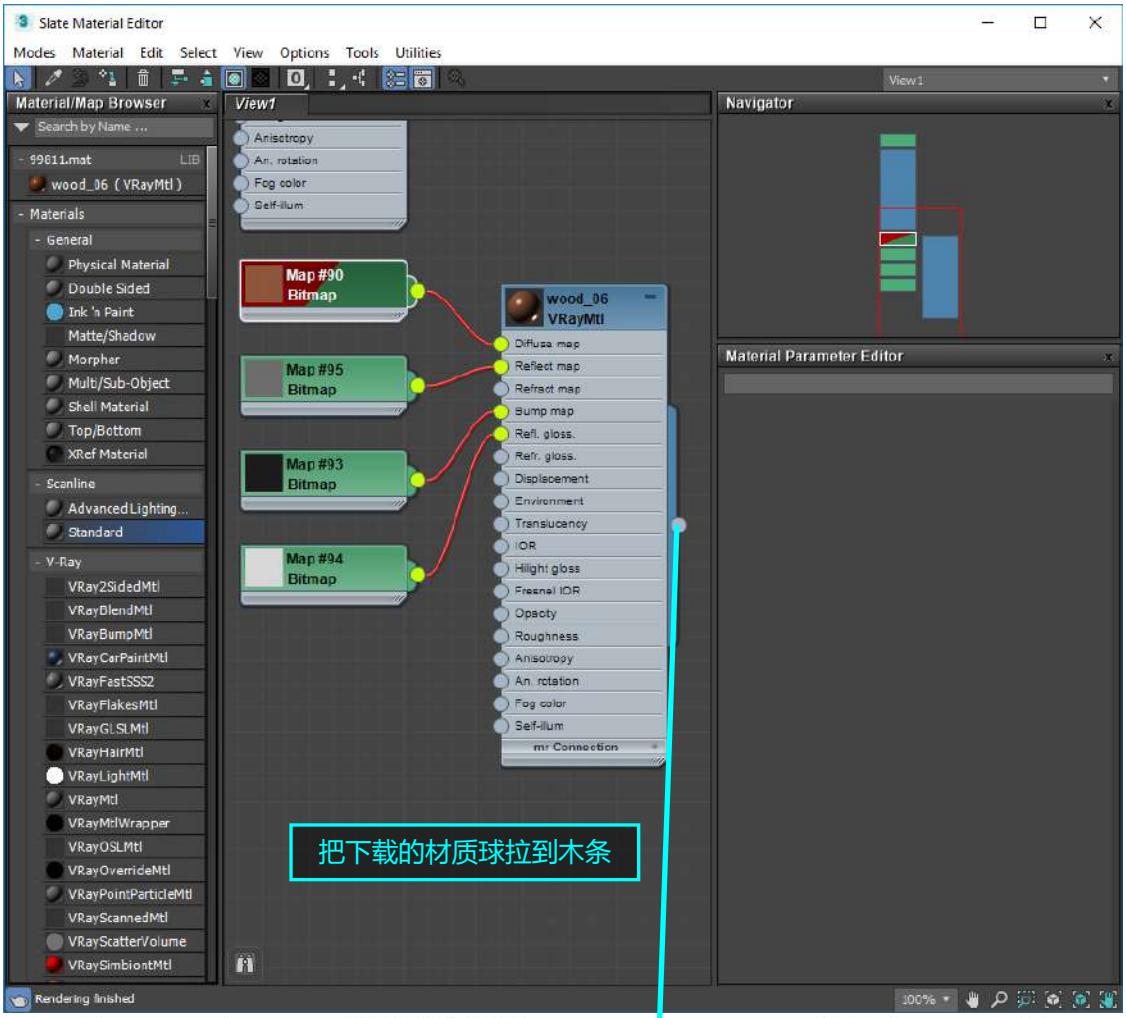
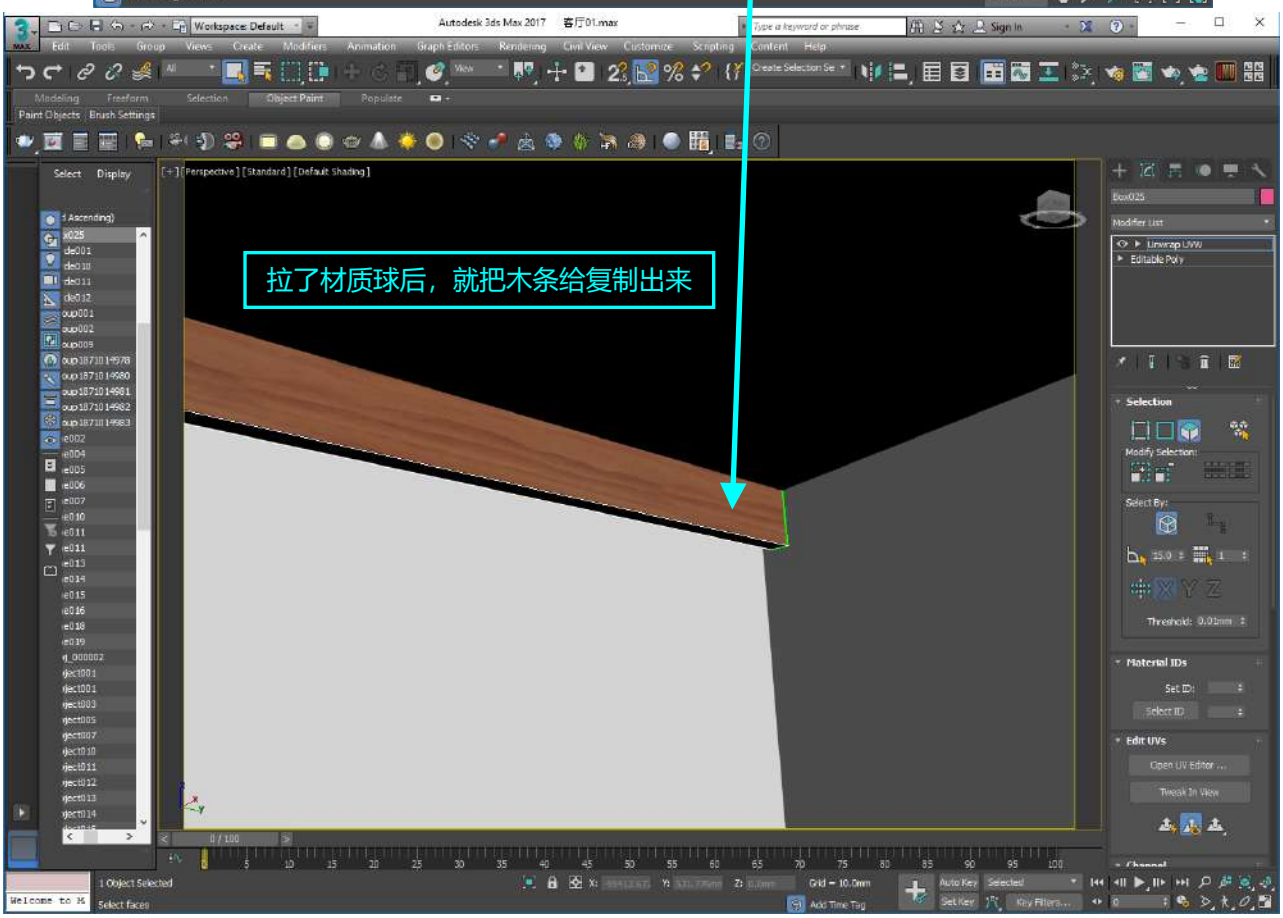
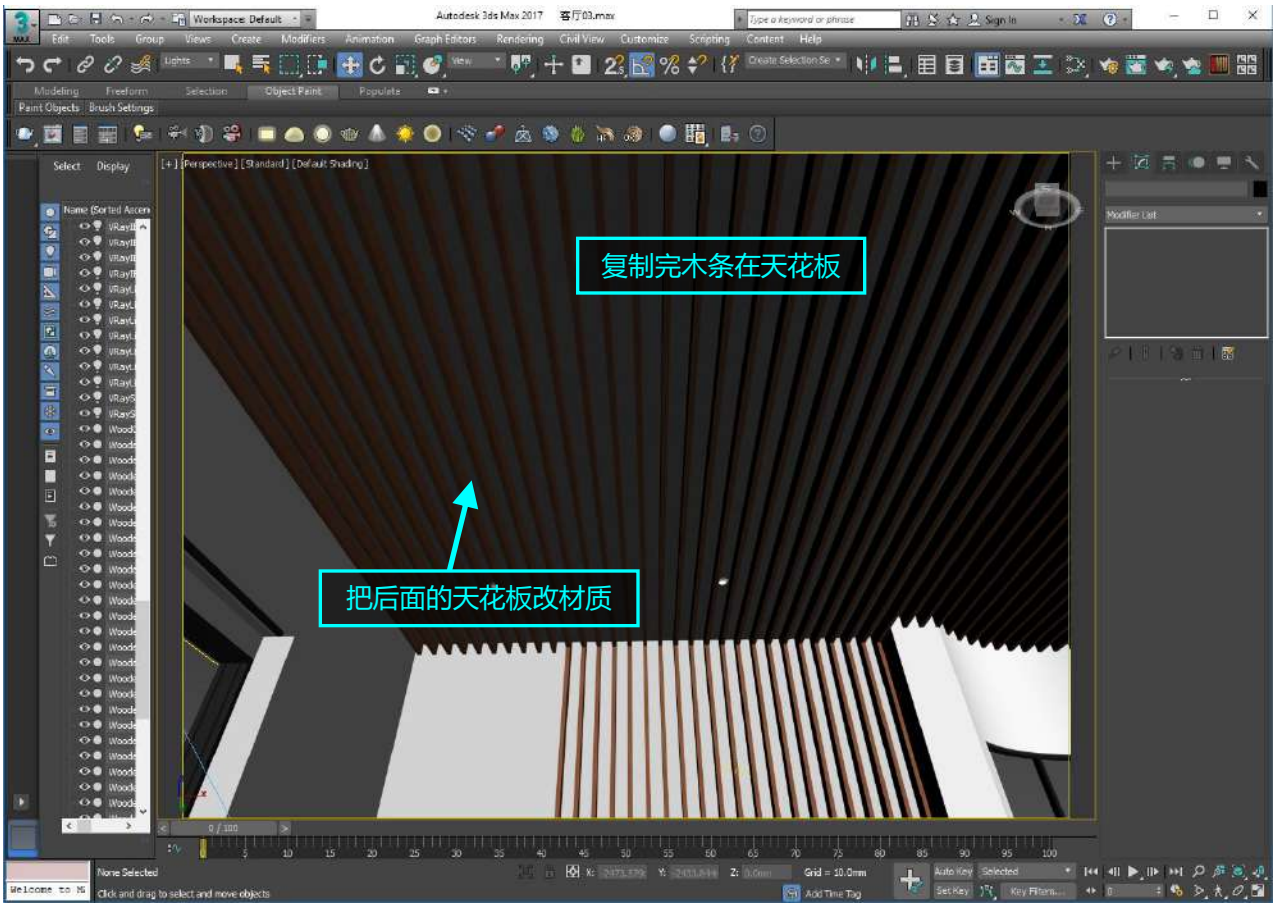
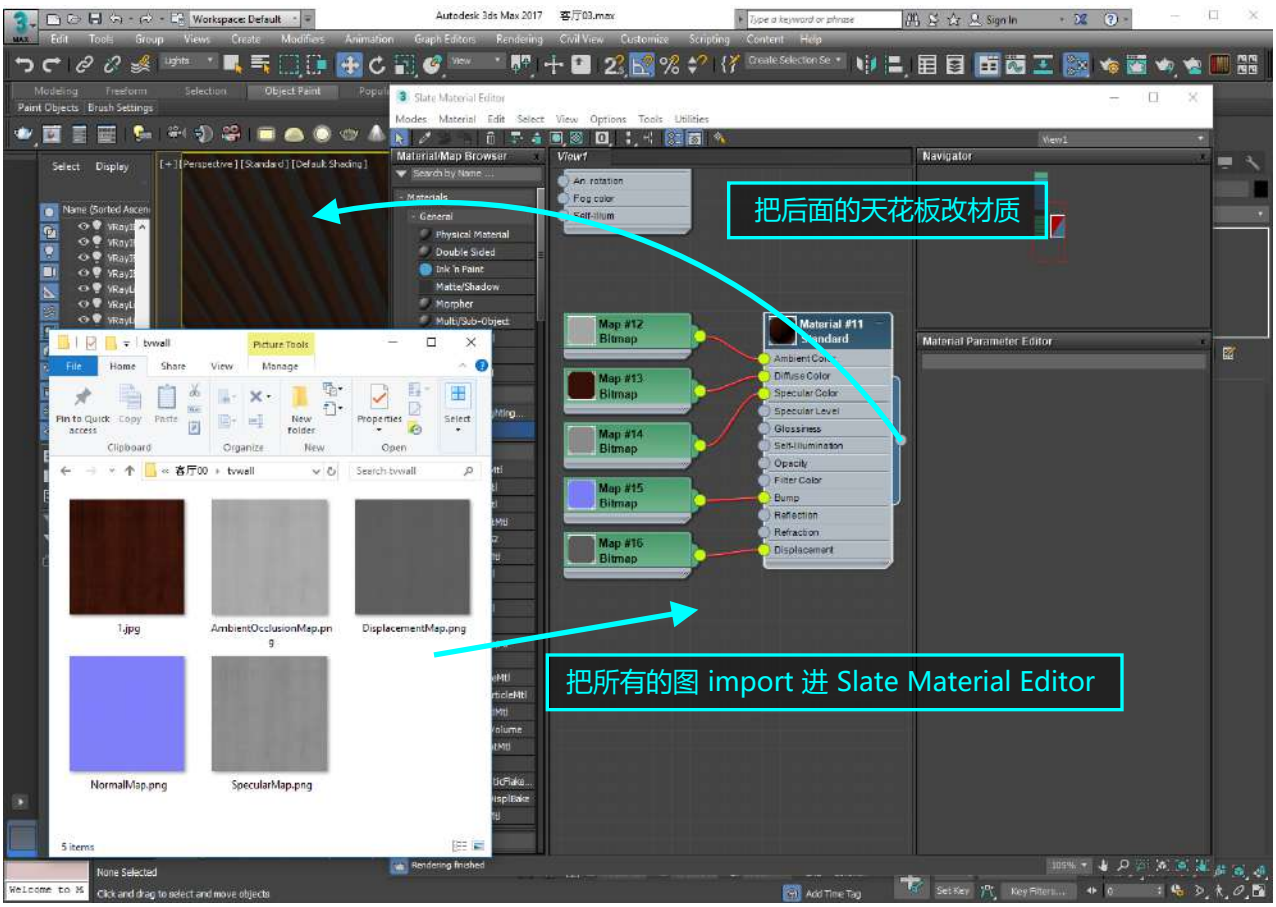
1800套整体模型

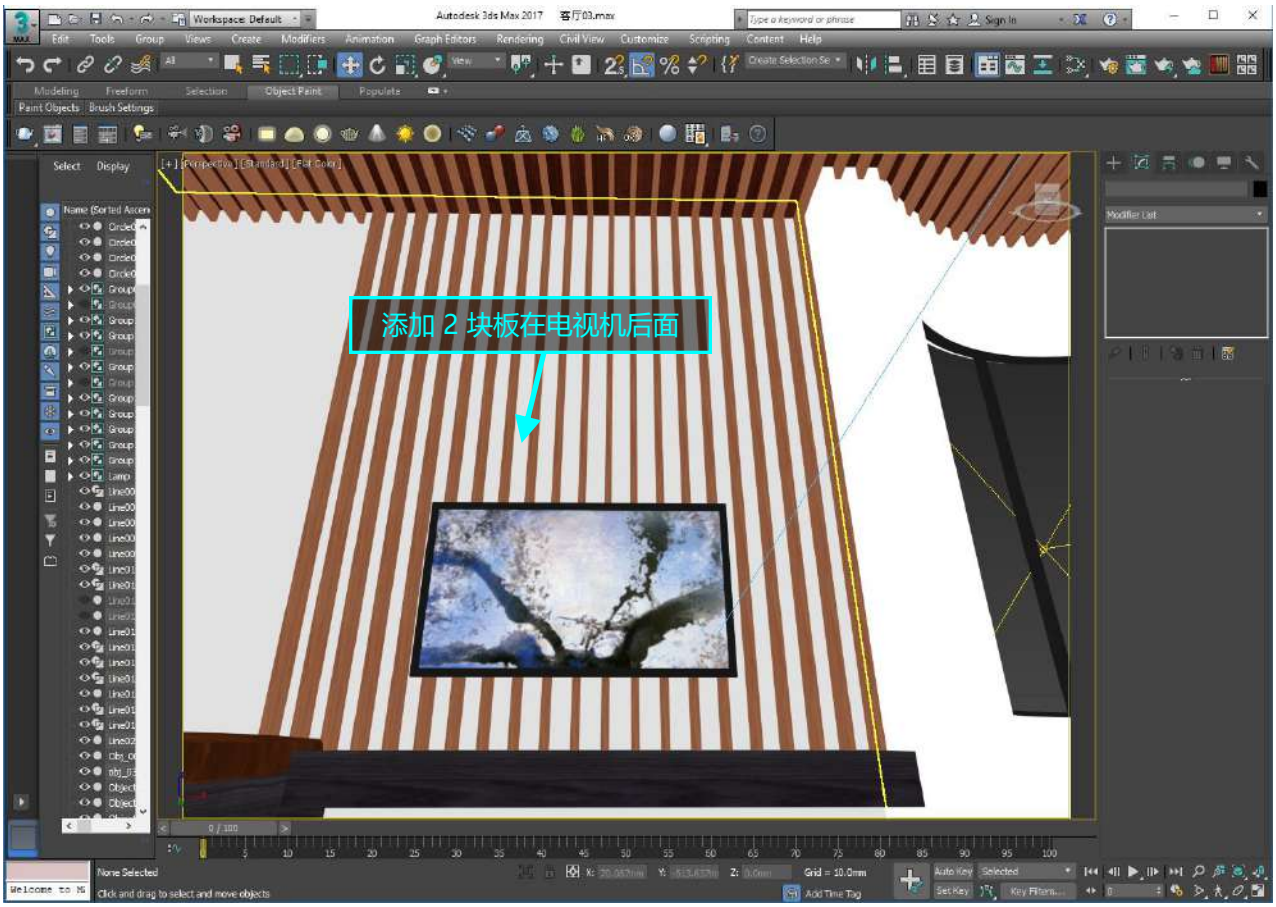

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
View1
Navigator
打开 Open Material Library
Material/Map Browser Options
New Group...
New Material Library...
Open Material Library...
Materials
Maps
Controllers
Autodesk Material Library
Scene Materials
Sample Slots
Show Incompatible
Show Empty Groups
Additional Options
Import Material Library
Look in: 99811
Quick access
Desktop
Libraries
This PC
Network
MAT
99811.mat
File name: 99811.mat
Files of type: Material Libraries(*.mat)
Open
Cancel
打开刚刚下载的材质球
Rendering finished

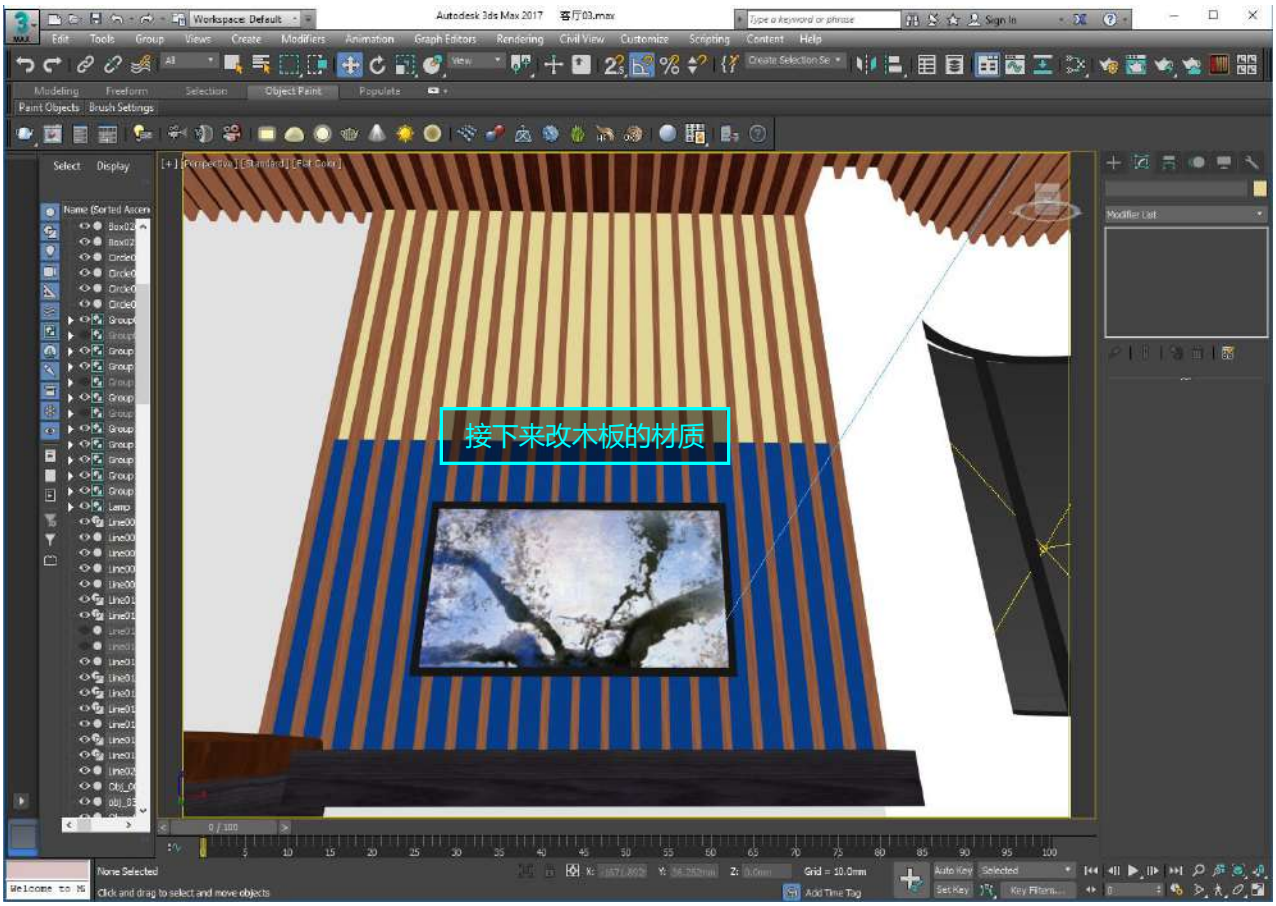

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
99611.mat
wood_06 (VRayMtl)
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Mult/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
AdvancedLighting...
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
VRayScatterVolume
VRaySimbiontMtl
View1
Anisotropy
An. rotation
Fog color
Self-illum
Map #90
Bitmap
Map #95
Bitmap
Map #93
Bitmap
Map #94
Bitmap
wood_06
VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
mr Connection
把下载的材质球拉到木条
Navigator
Material Parameter Editor
Rendering finished

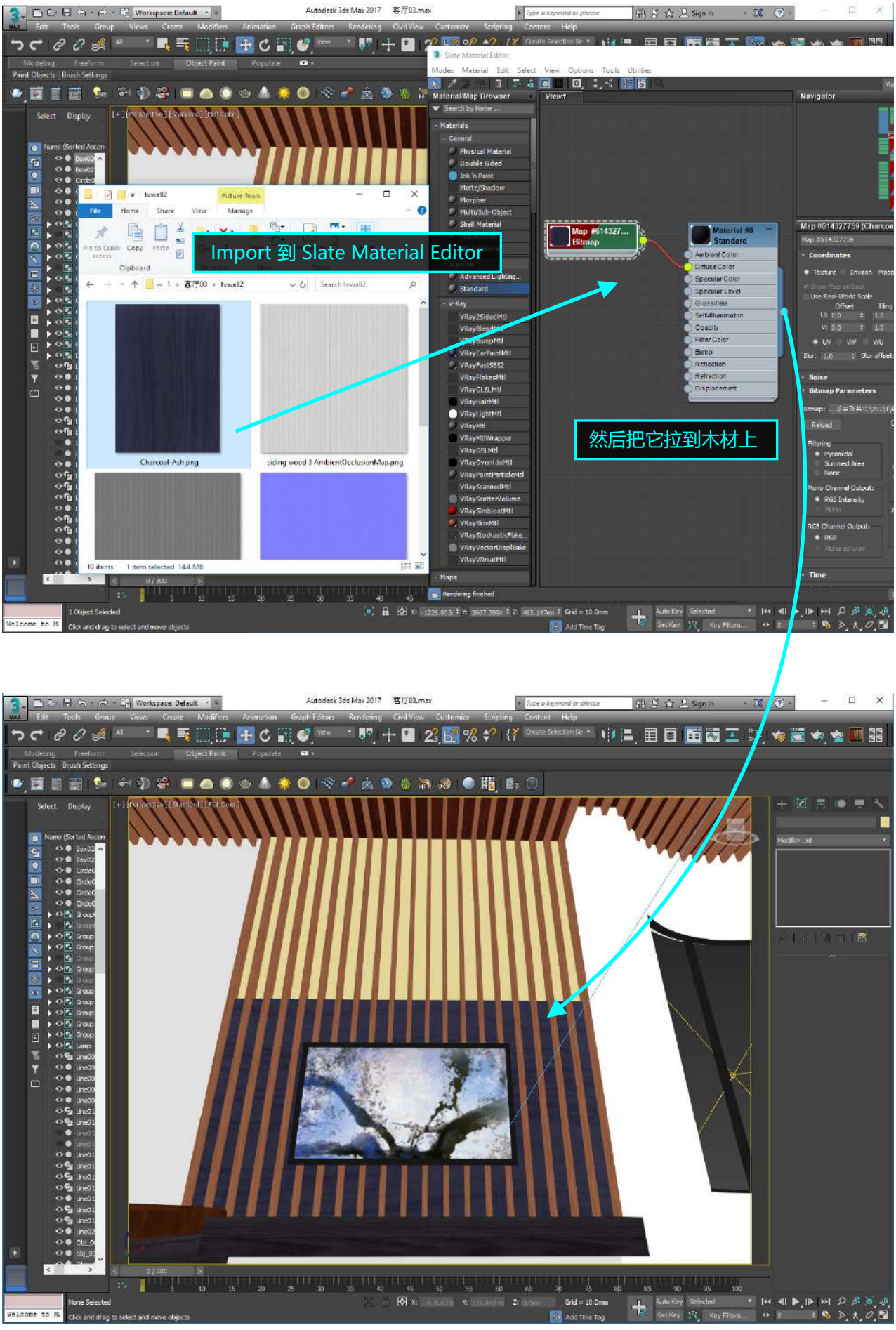

拉了材质球后，就把木条给复制出来

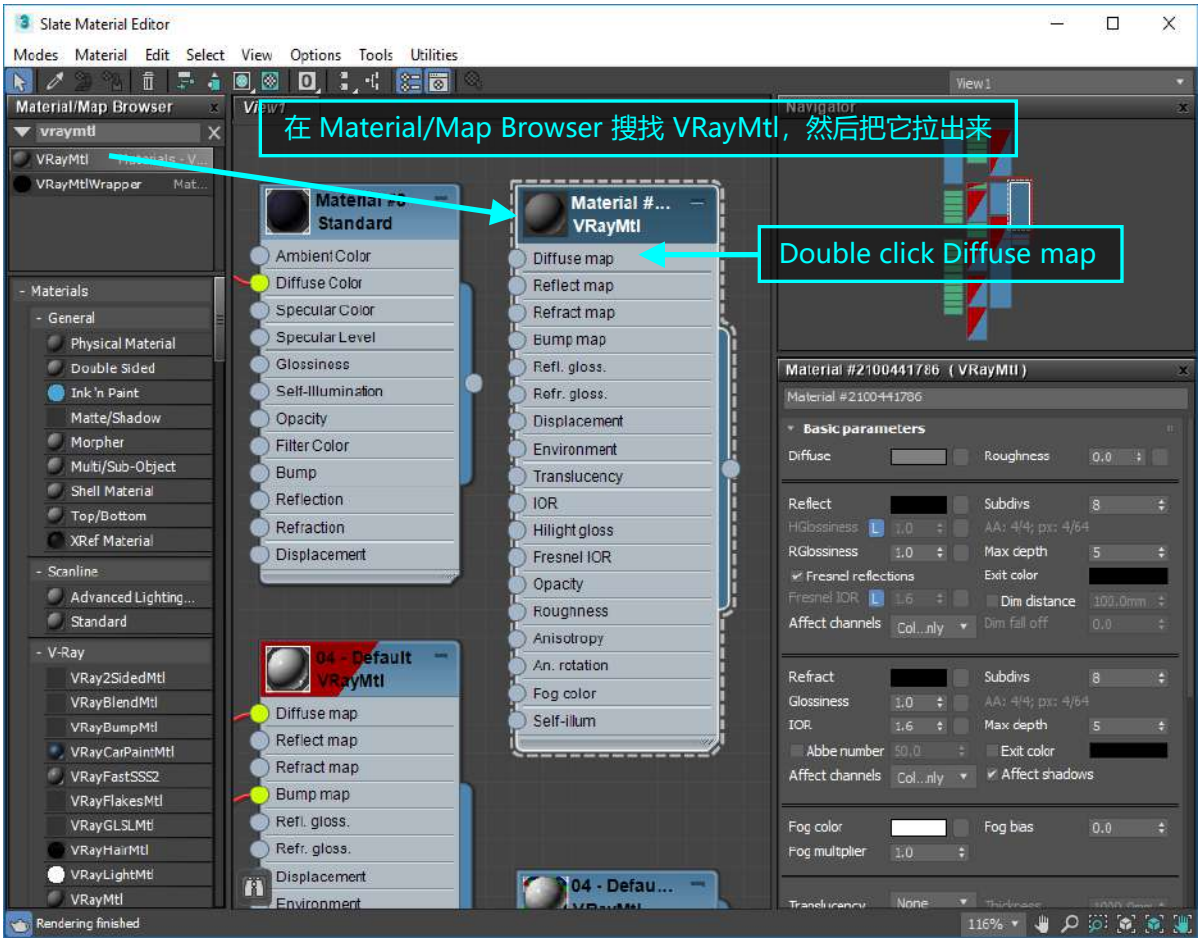

复制完木条在天花板
把后面的天花板改材质

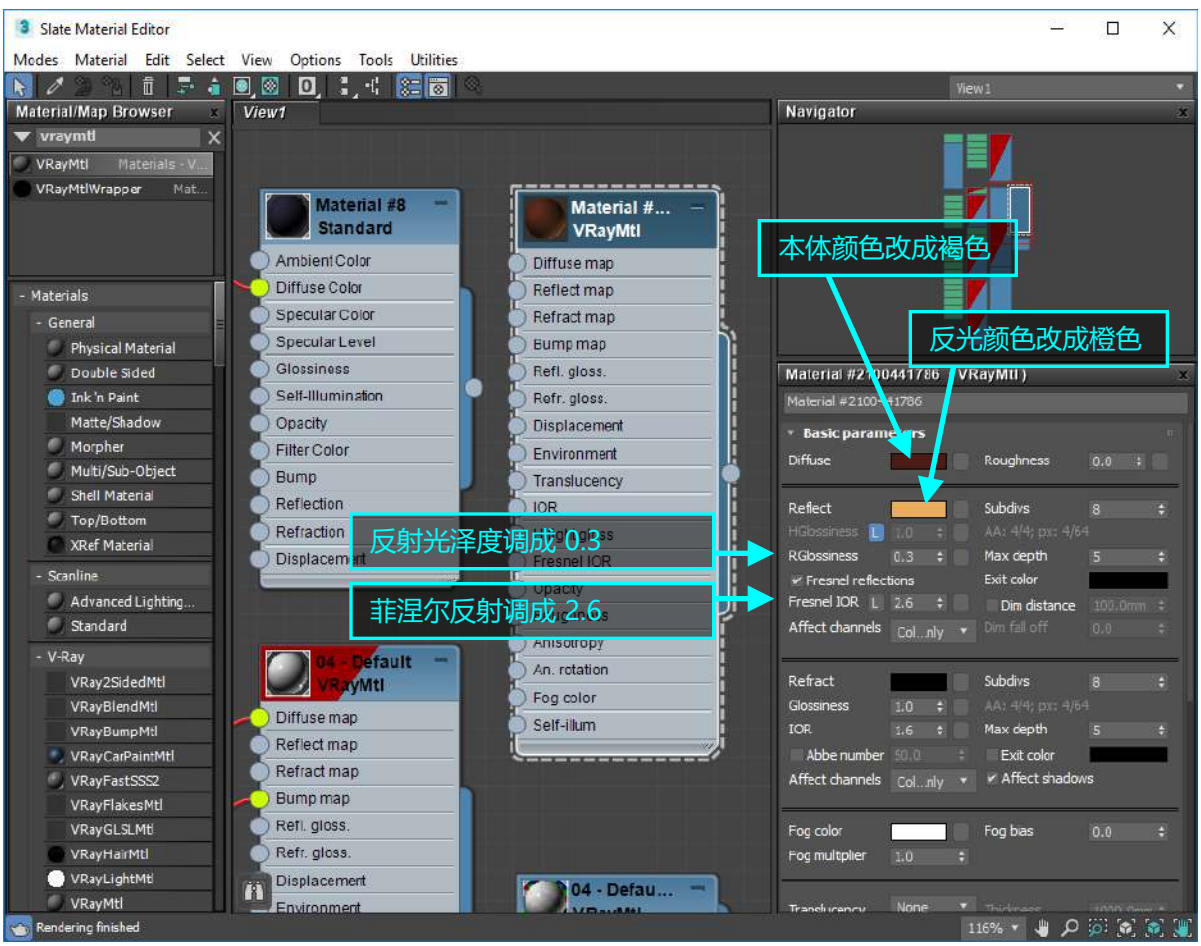

把后面的天花板改材质
把所有的图 import 进 Slate Material Editor

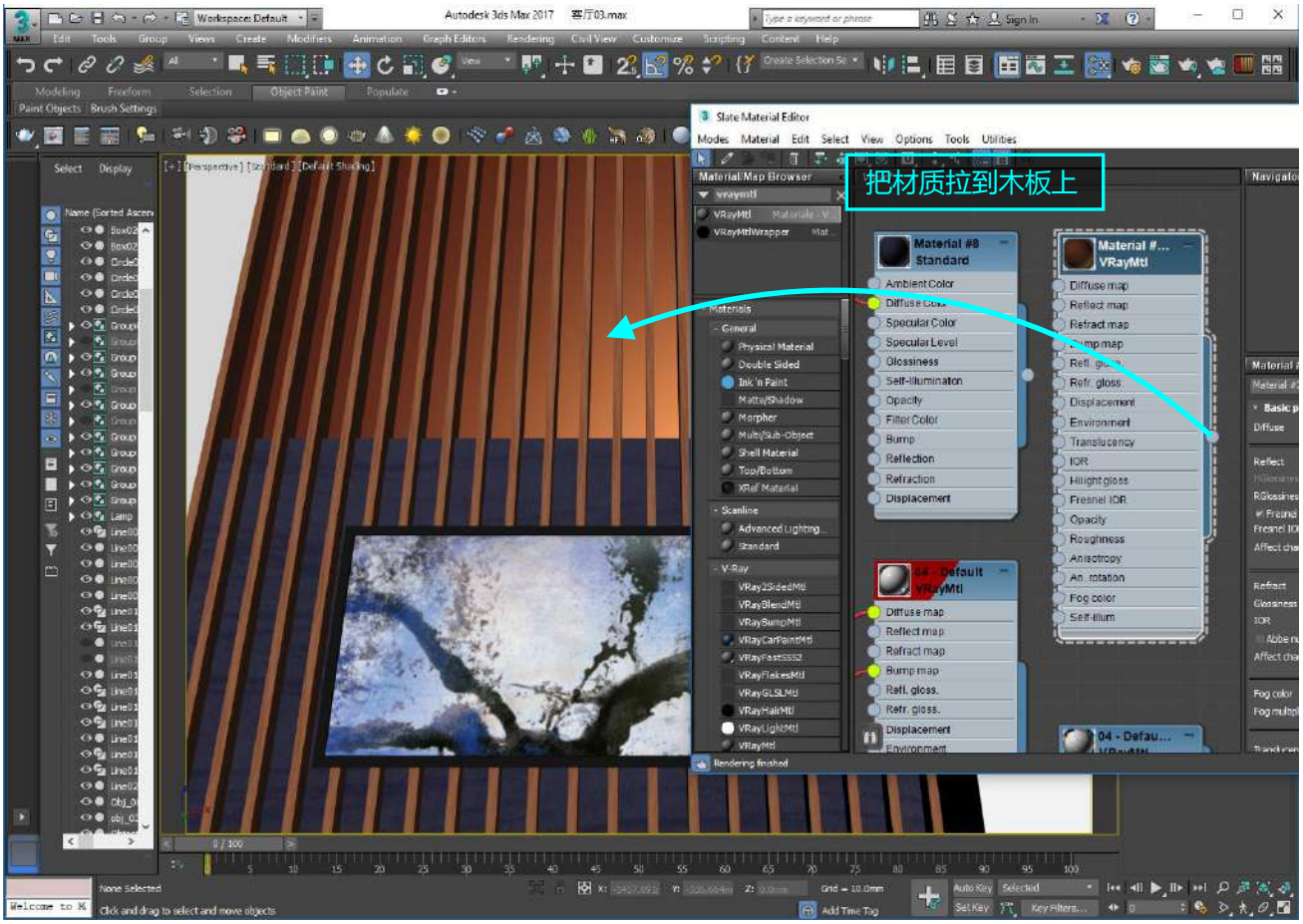

添加 2 块板在电视机后面

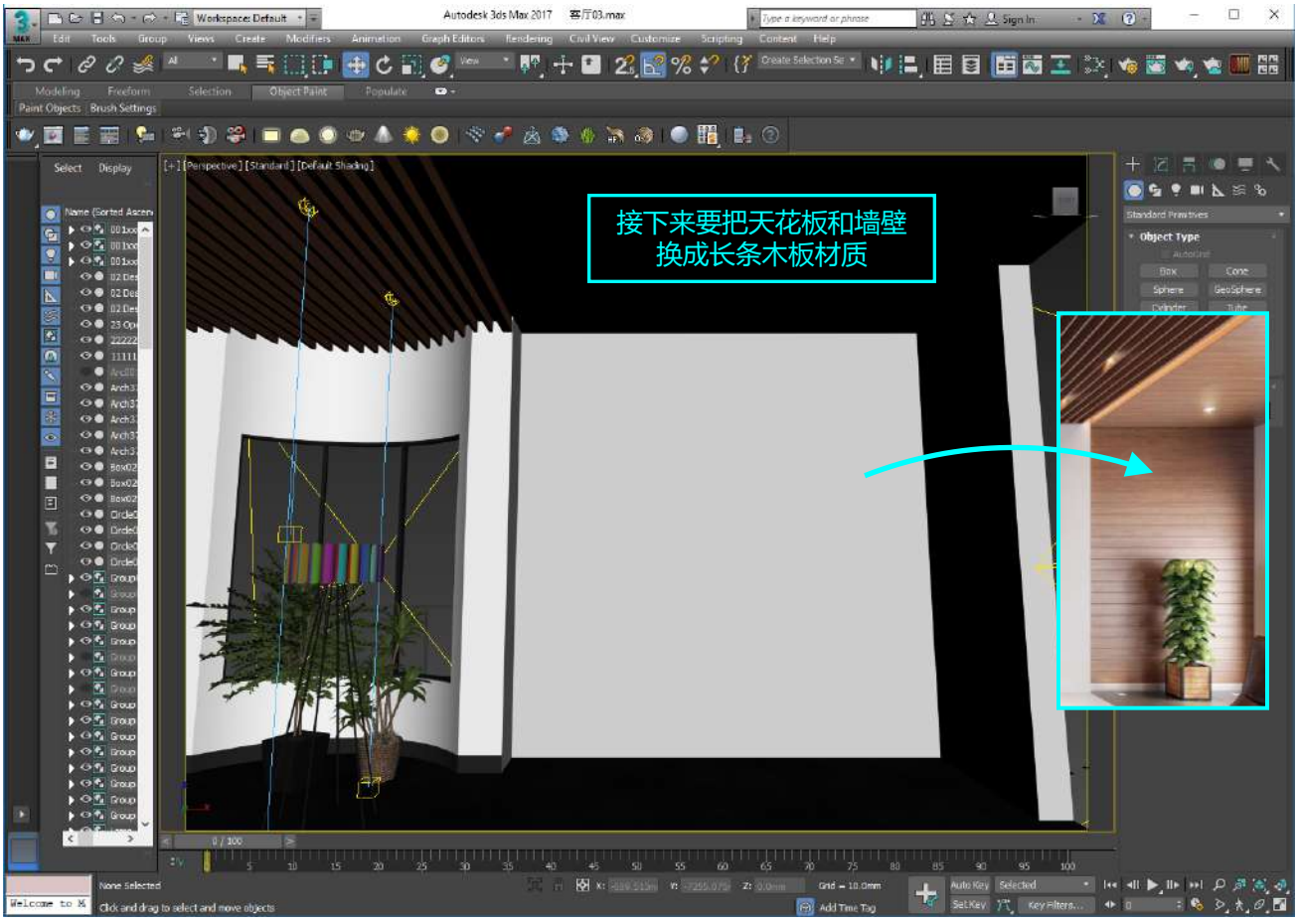

接下来改木板的材质

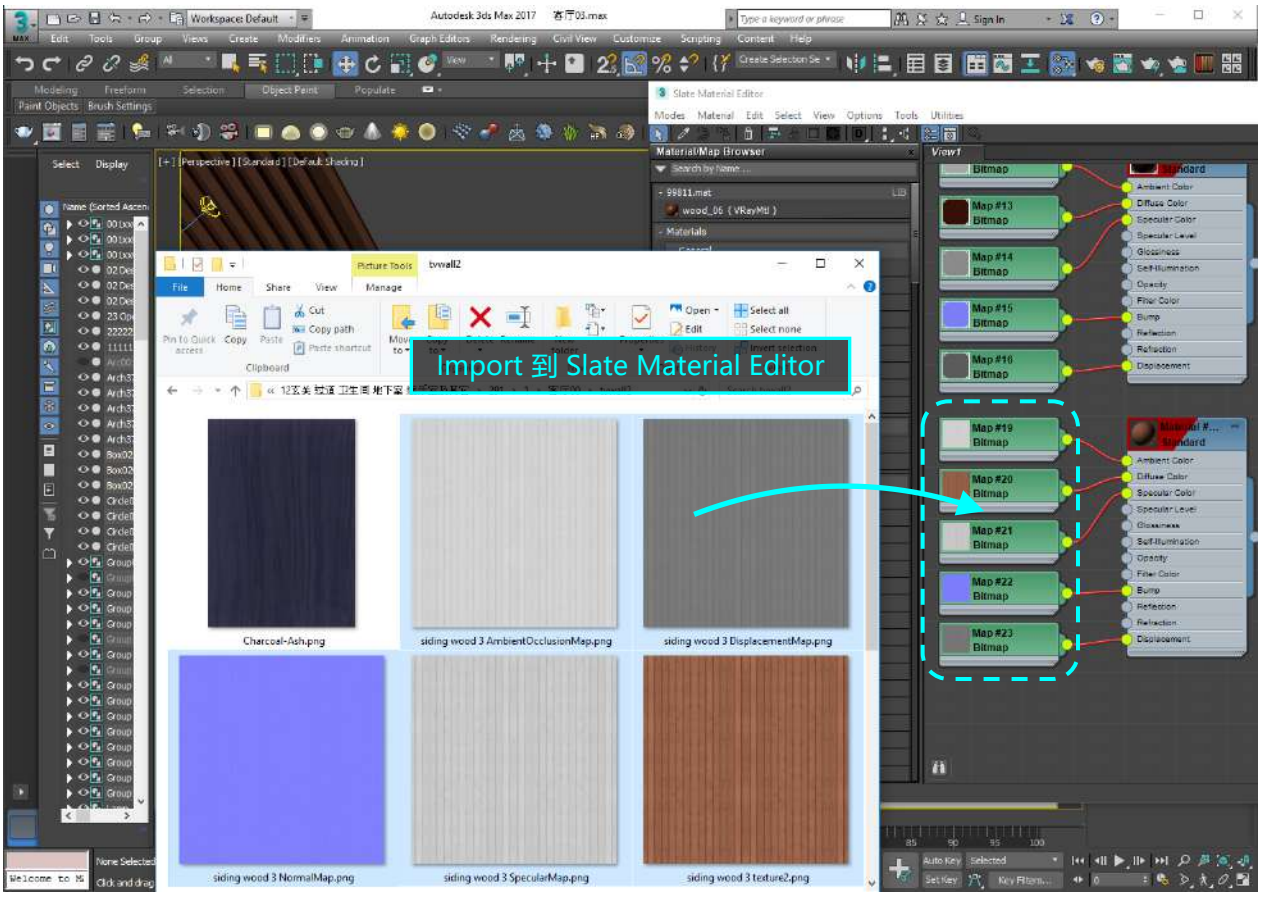

Import 到 Slate Material Editor
然后把它拉到木材上

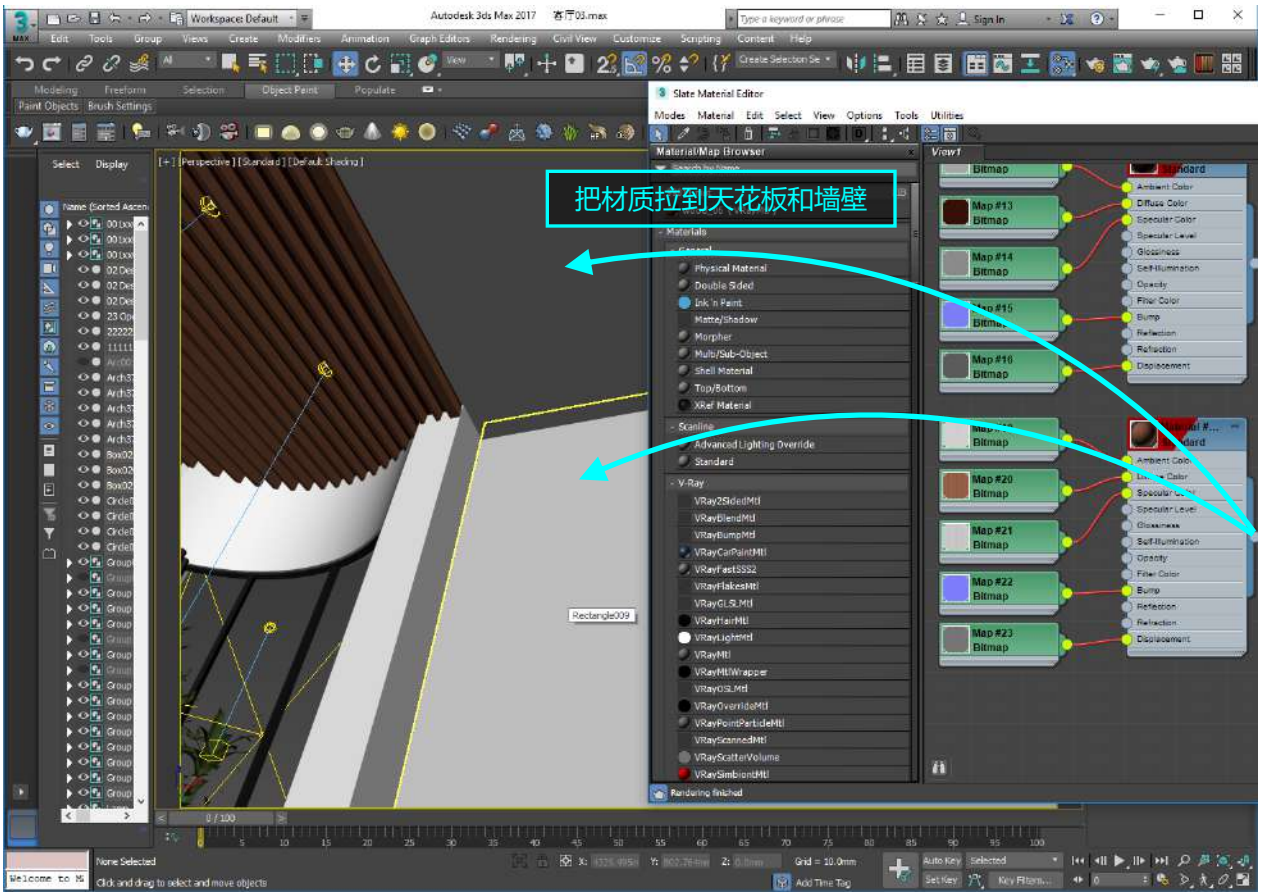

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
vraymtl
VRayMtl
VRayMtlWrapper
在 Material/Map Browser 搜找 VRayMtl，然后把它拉出来
Double click Diffuse map
Material #8 Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Material #... VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
04 - Default VRayMtl
Navigator
Material #2100441786 (VRayMtl)
Basic parameters
Diffuse
Roughness
Reflect
Subdivs
Max depth
Exit color
Refract
Glossiness
IOR
Affect channels
Fog color
Fog bias
Fog multiplier
Rendering finished

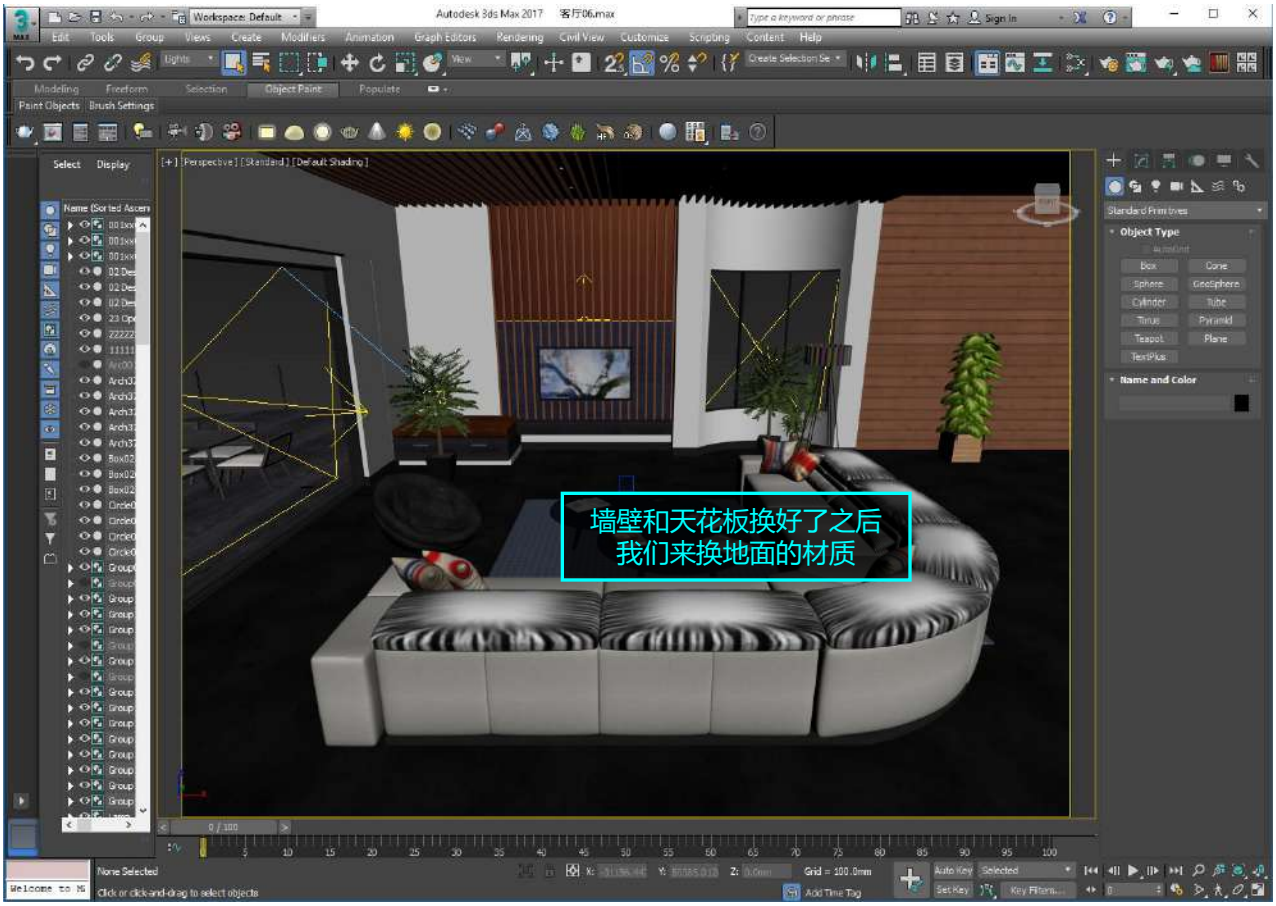

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
本体颜色改成褐色
反光颜色改成橙色
反射光泽度调成 0.3
菲涅尔反射调成 2.6
Material #8 Standard
Material #... VRayMtl
04 - Default VRayMtl
Navigator
Rendering finished

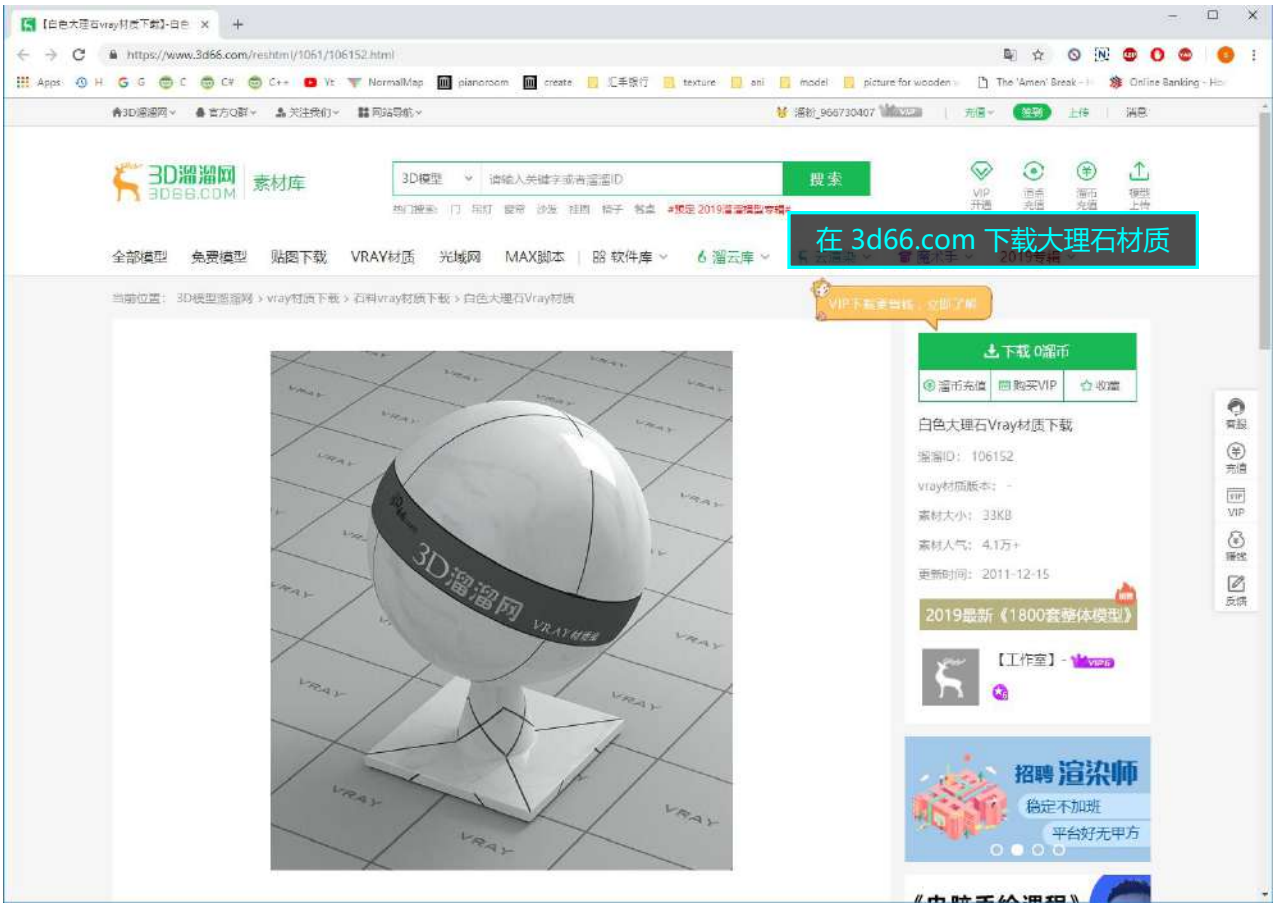

把材质拉到木板上


接下来要把天花板和墙壁
换成长条木板材质


Import 到 Slate Material Editor
Charcoal-Ash.png
siding wood 3 AmbientOcclusionMap.png
siding wood 3 DisplacementMap.png
siding wood 3 NormalMap.png
siding wood 3 SpecularMap.png
siding wood 3 texture2.png


把材质拉到天花板和墙壁


墙壁和天花板换好了之后
我们来换地面的材质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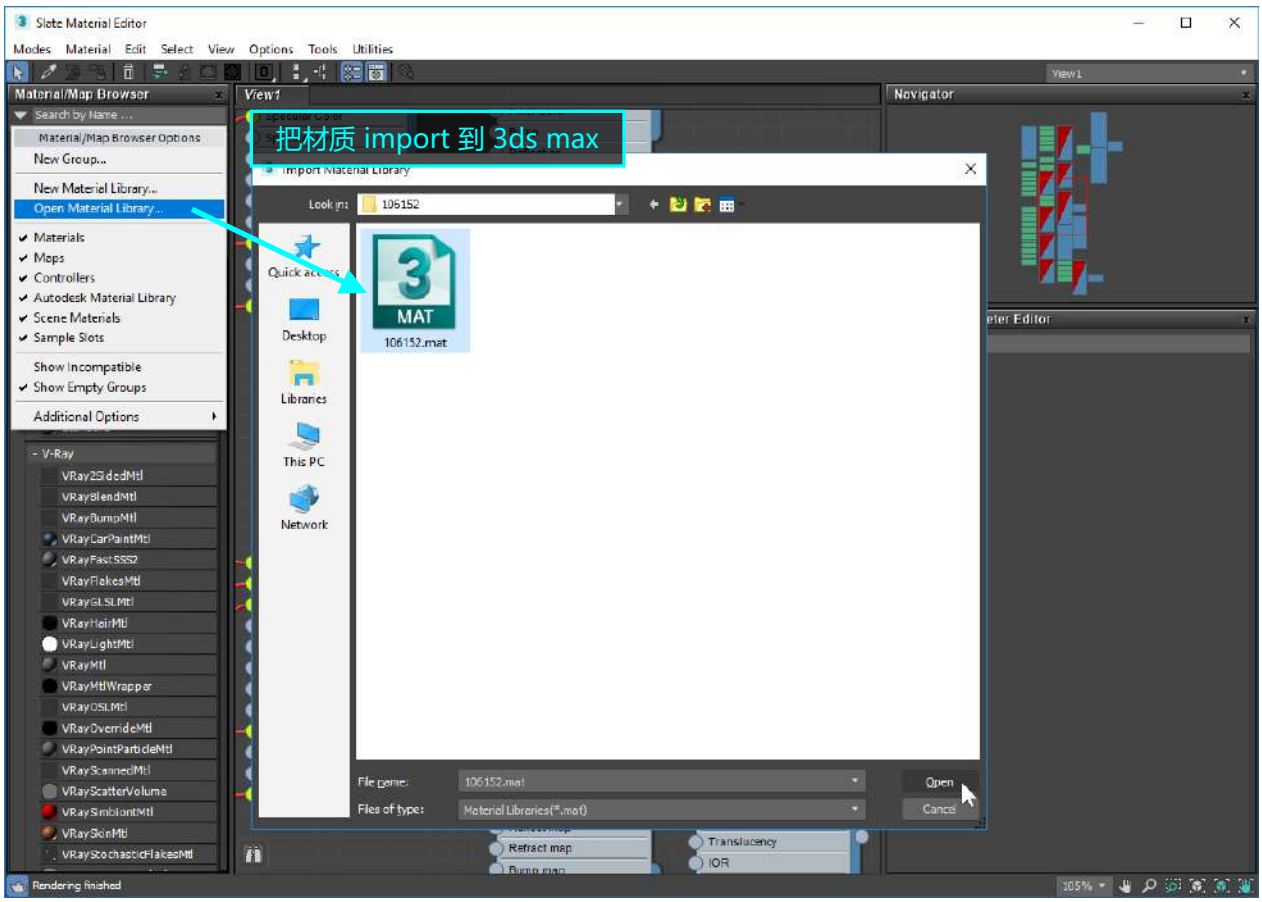
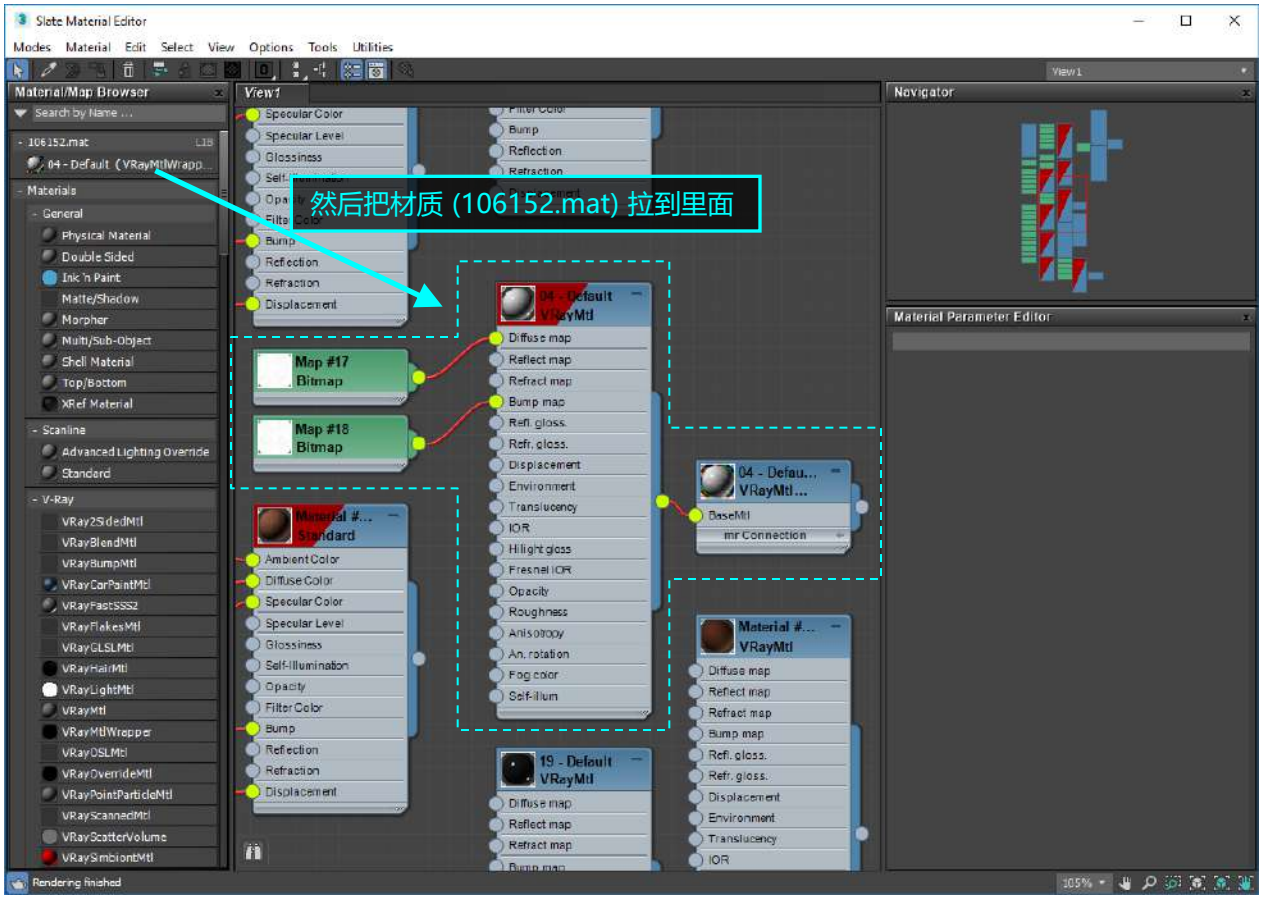
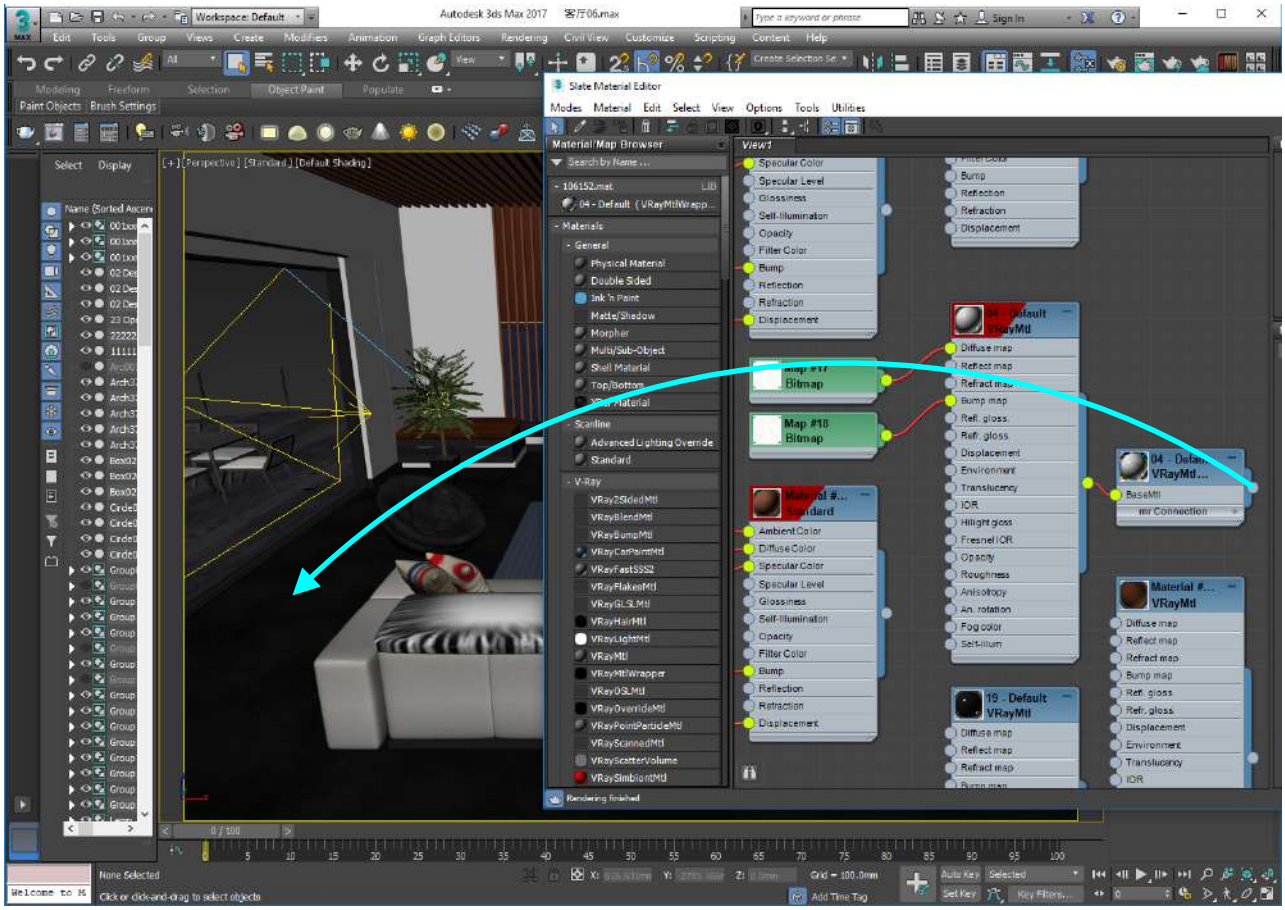
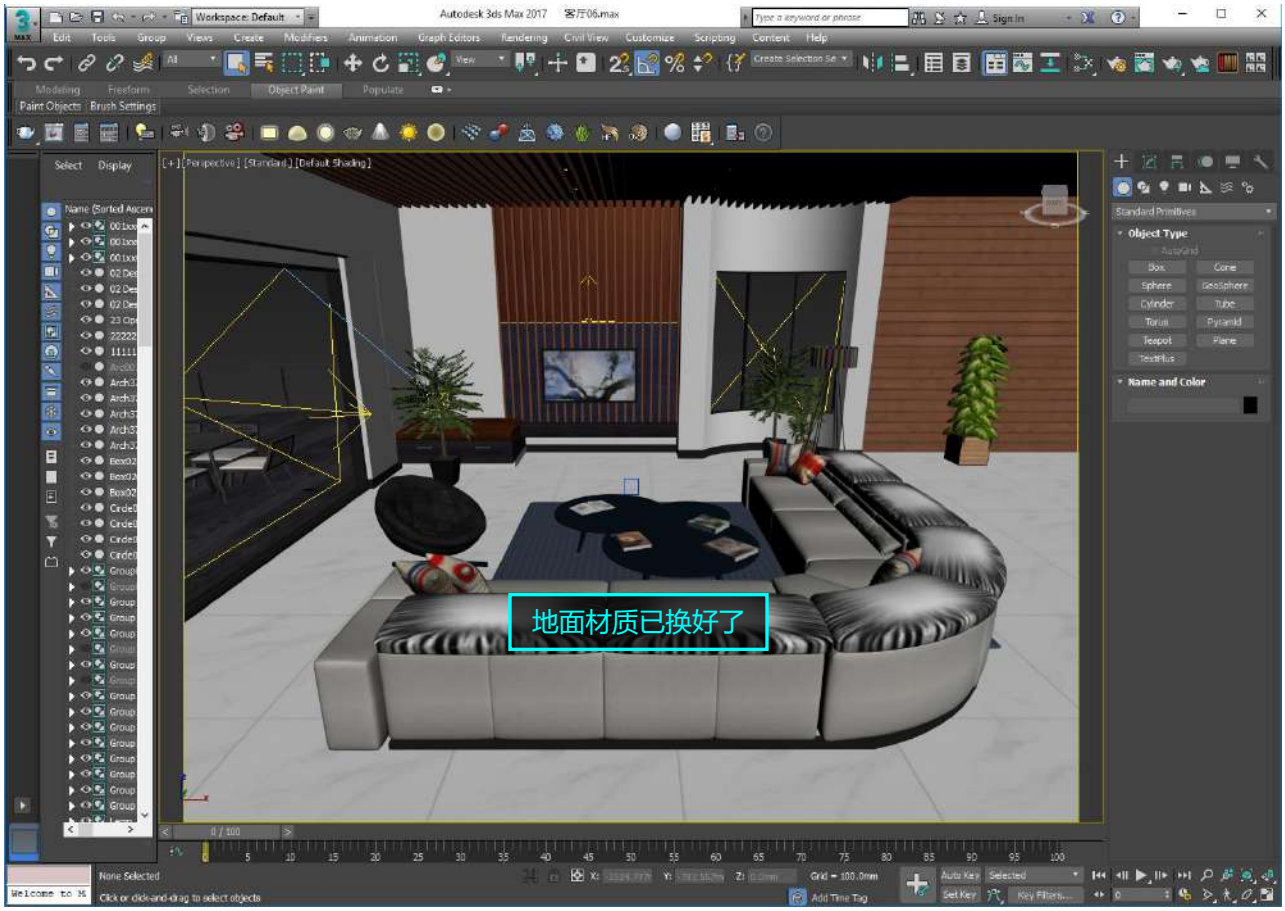
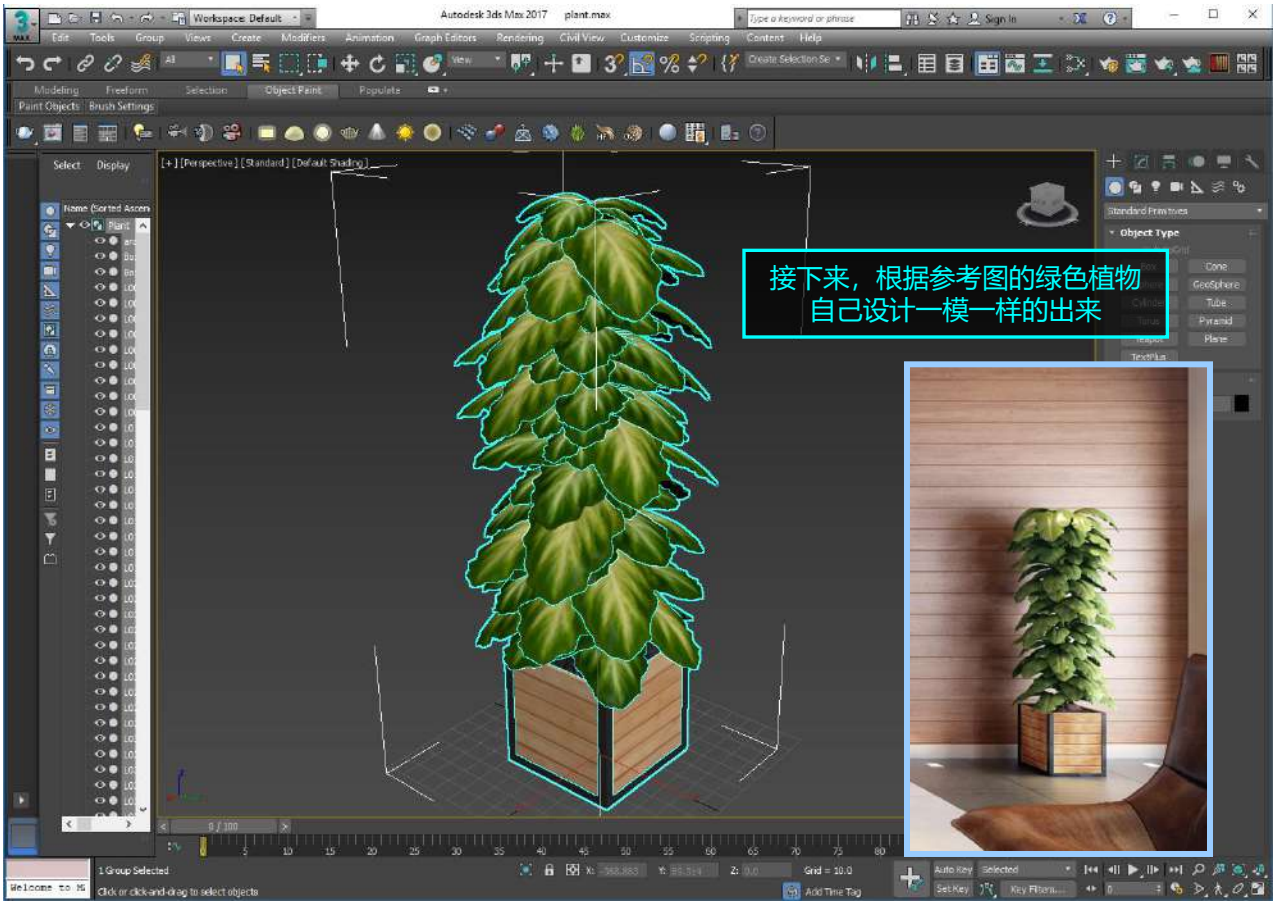
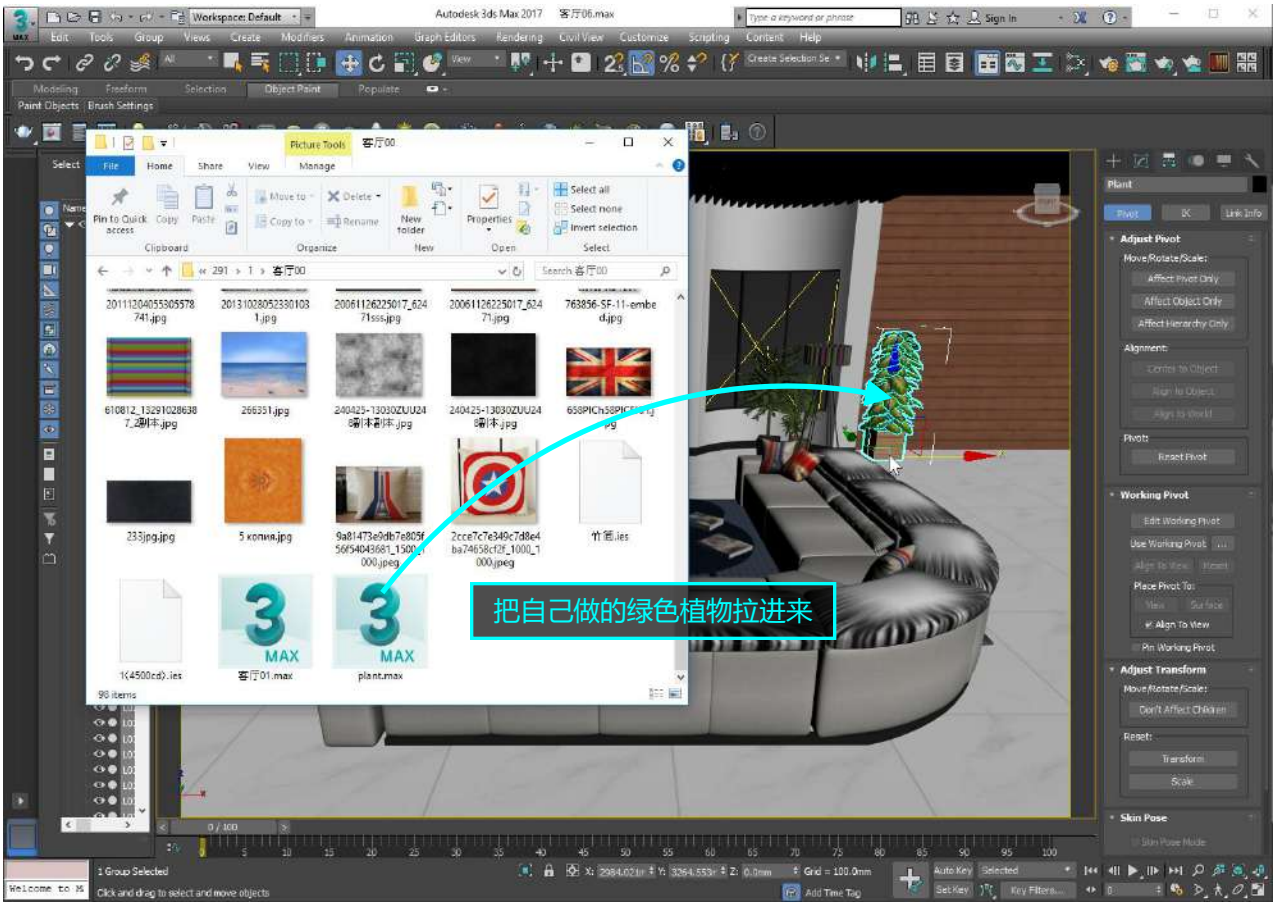

把材质 import 到 3ds max

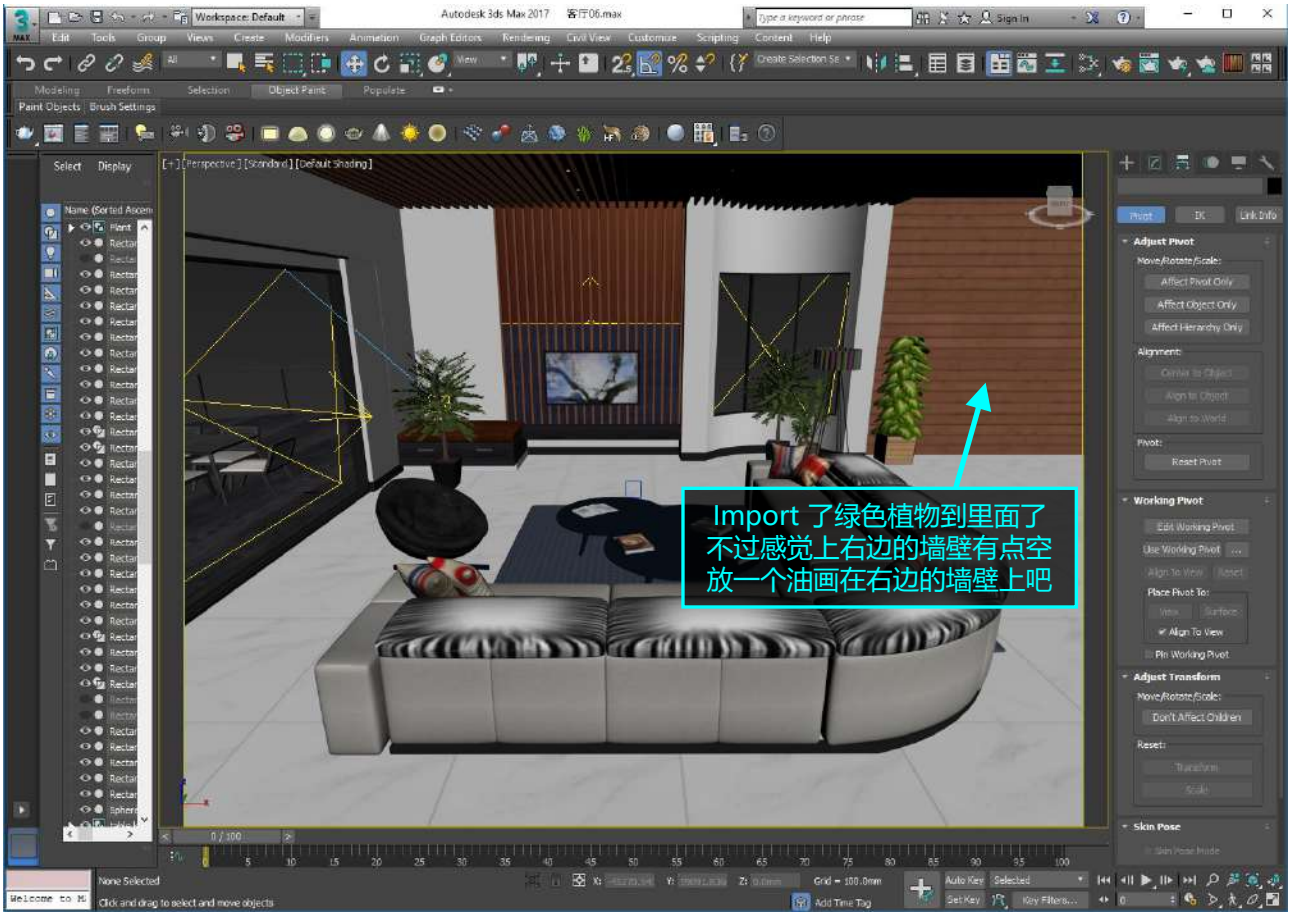

然后把材质 (106152.mat) 拉到里面

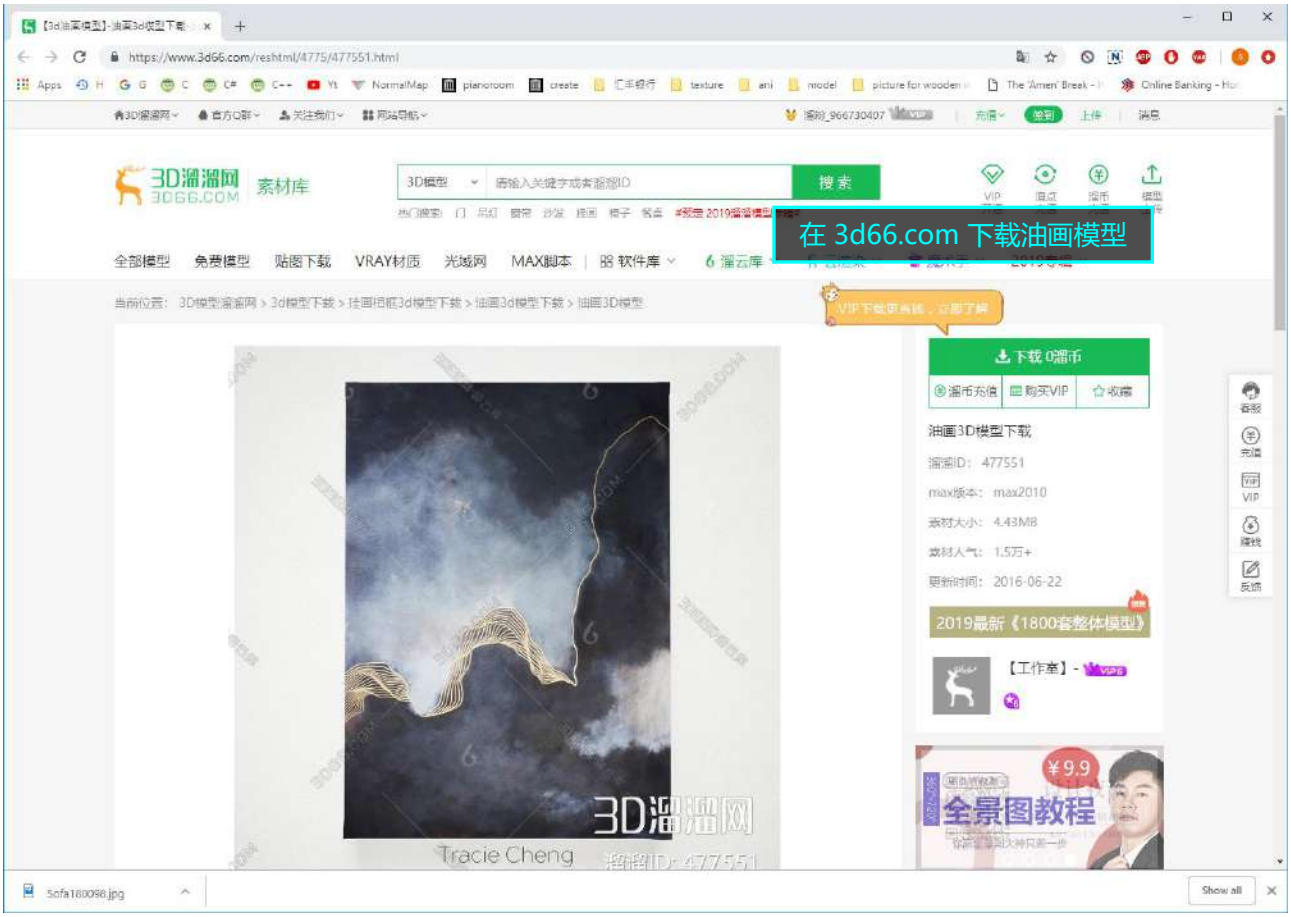


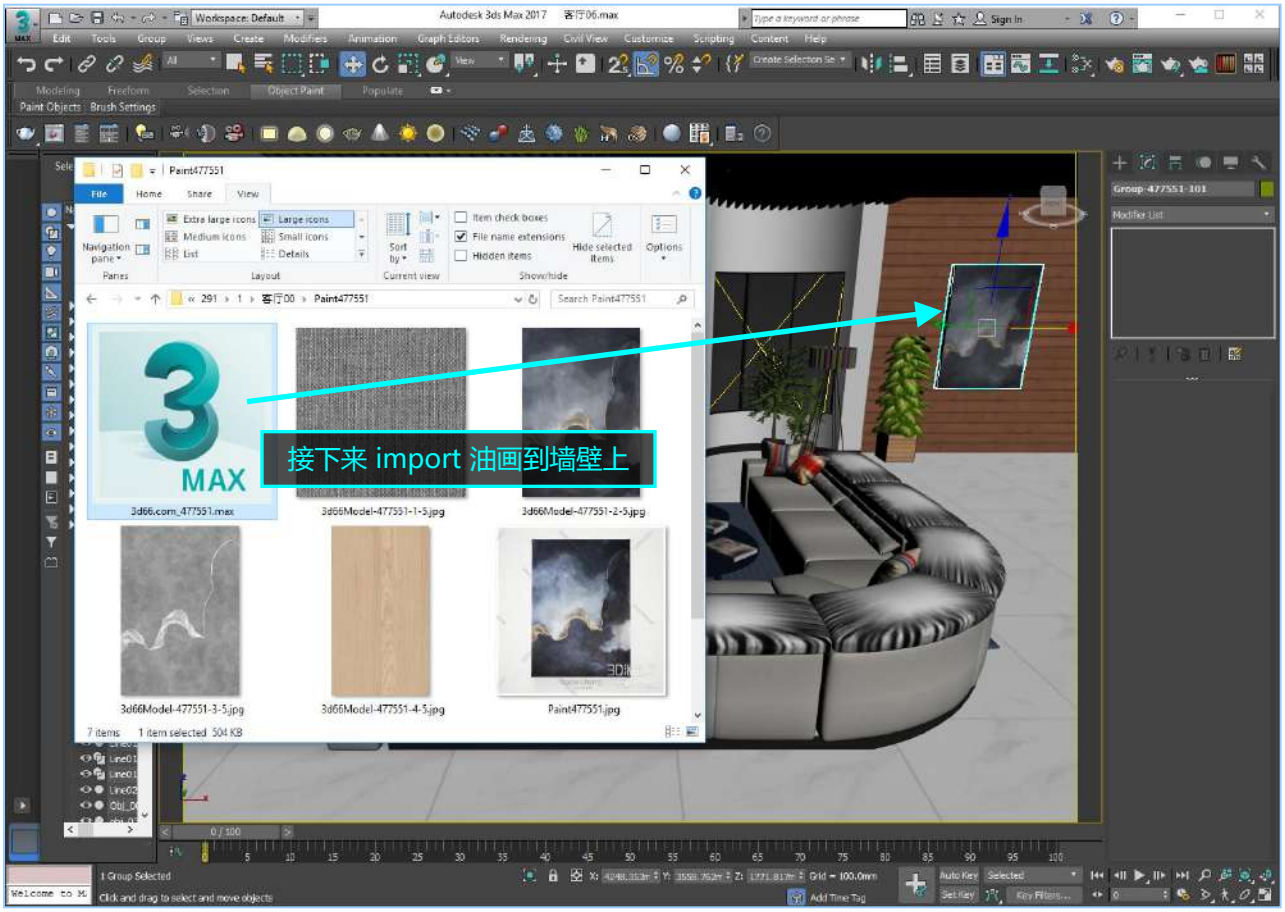

地面材质已换好了

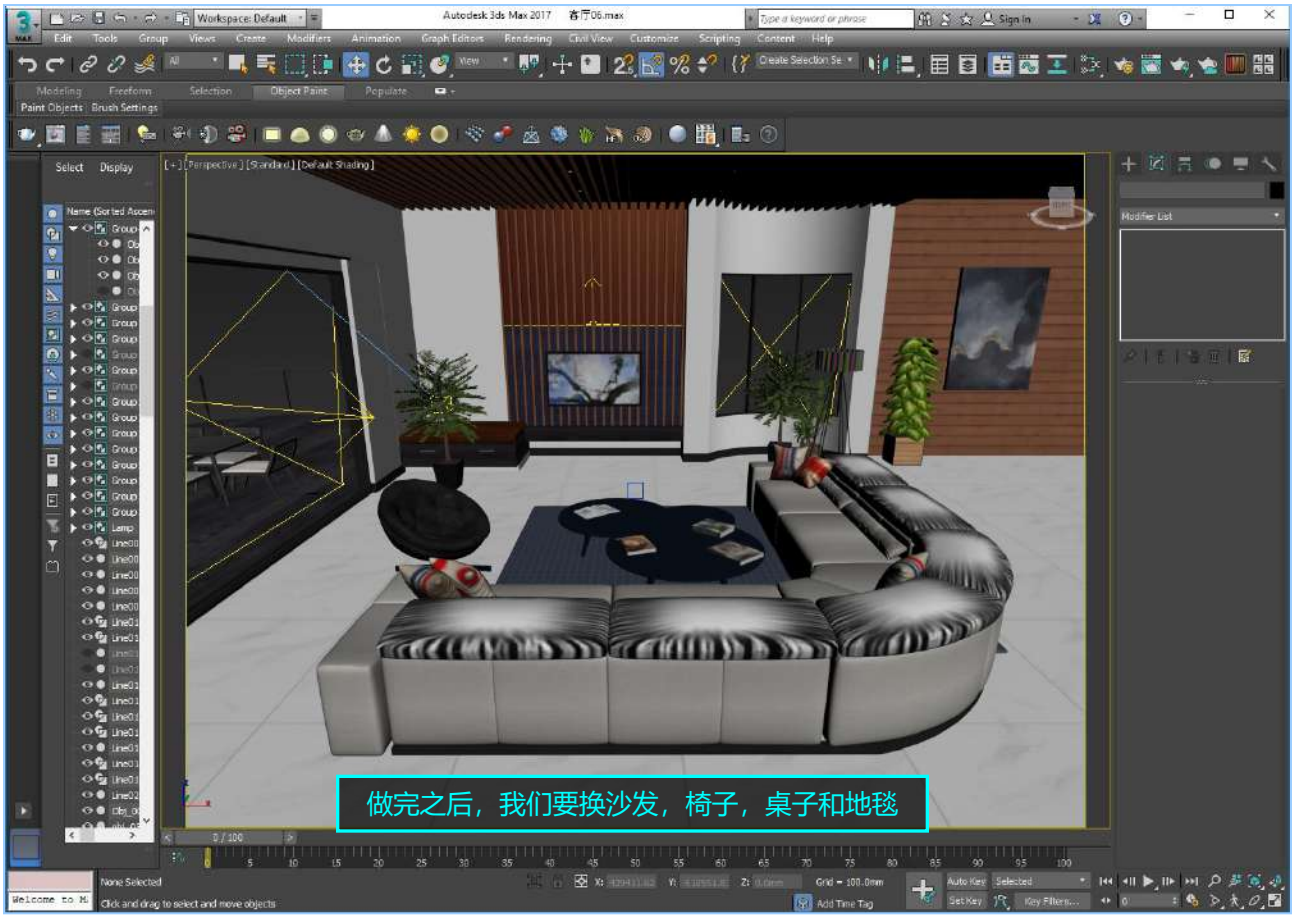

接下来，根据参考图的绿色植物
自己设计一模一样的出来


把自己做的绿色植物拉进来


Import 了绿色植物到里面了
不过感觉上右边的墙壁有点空
放一个油画在右边的墙壁上吧


在 3d66.com 下载油画模型
3D溜溜网
Tracie Cheng


接下来 import 油画到墙壁上


做完之后，我们要换沙发，椅子，桌子和地毯

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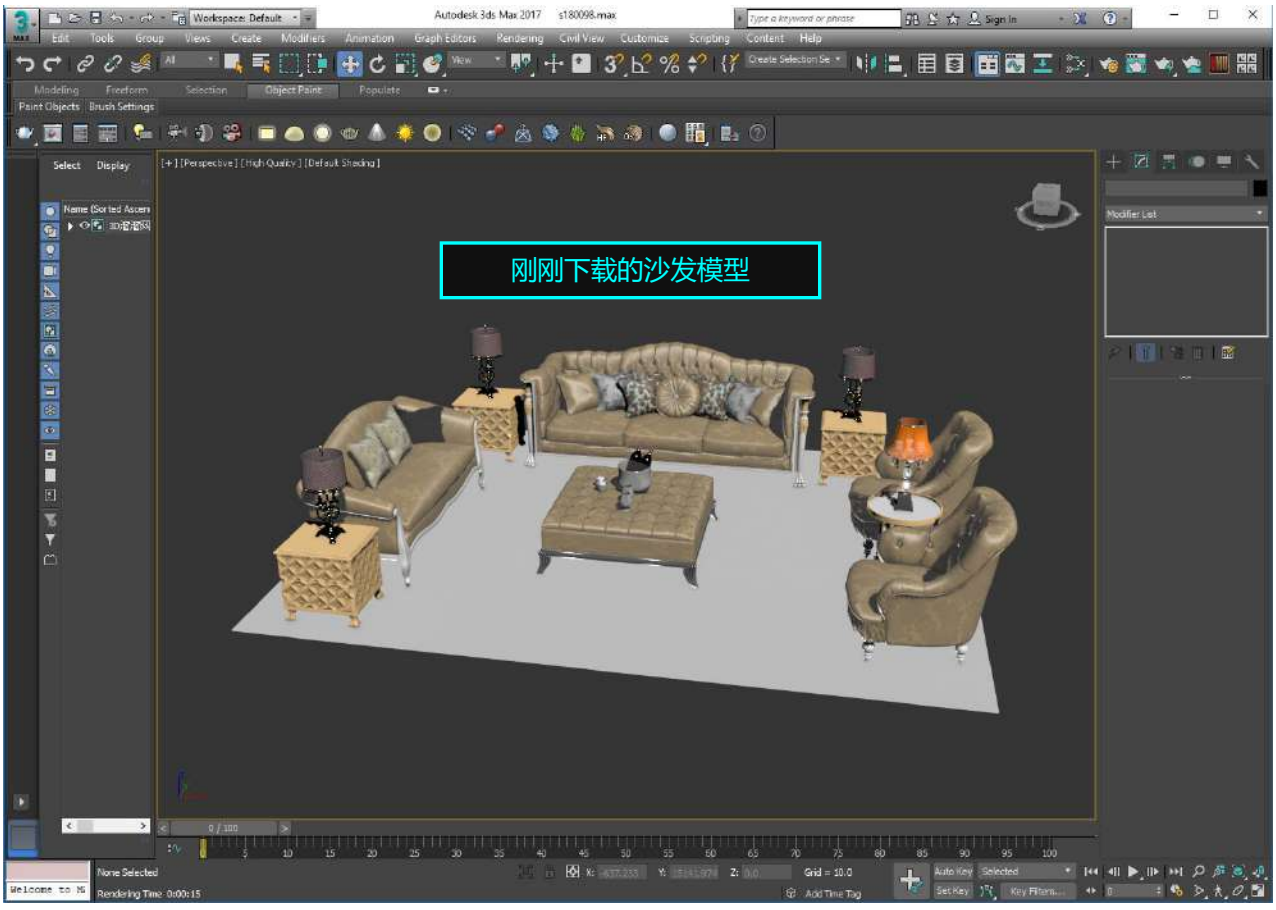
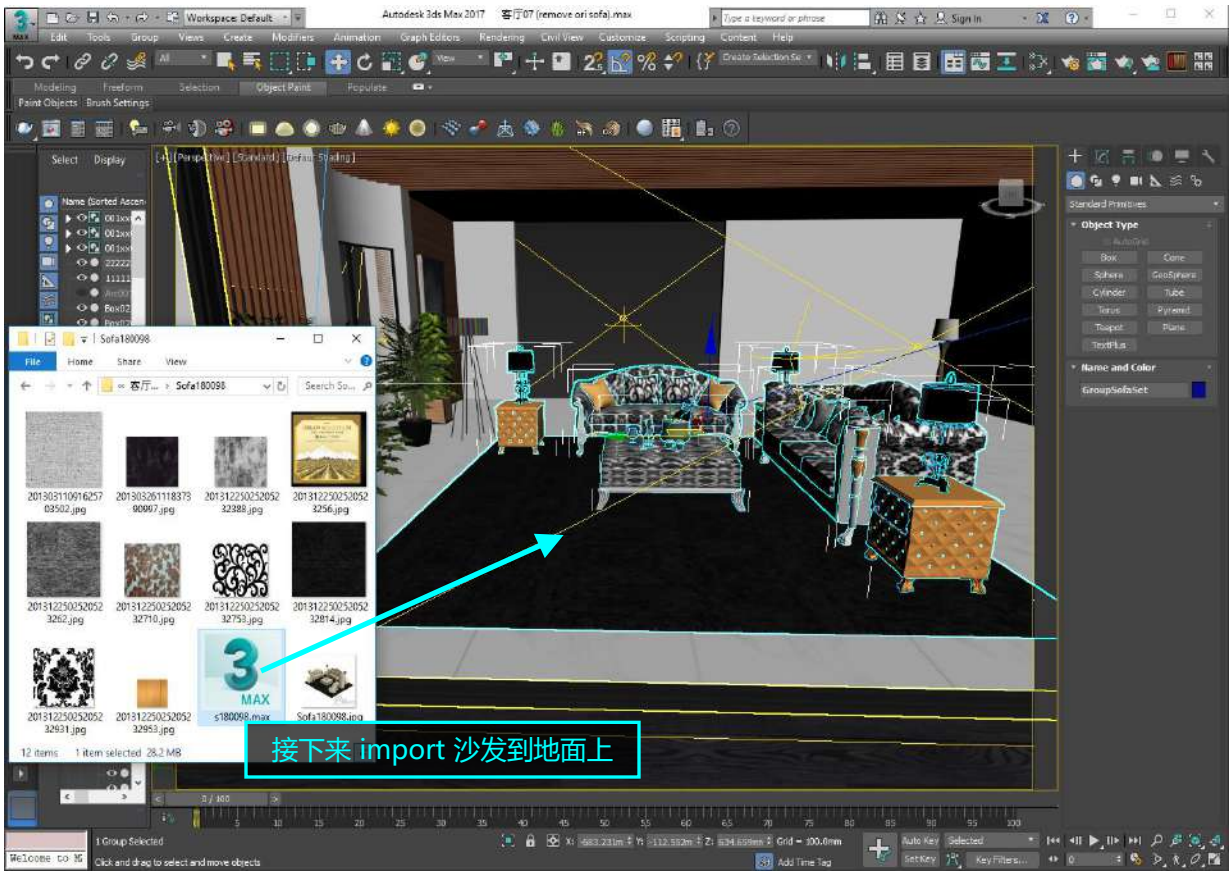
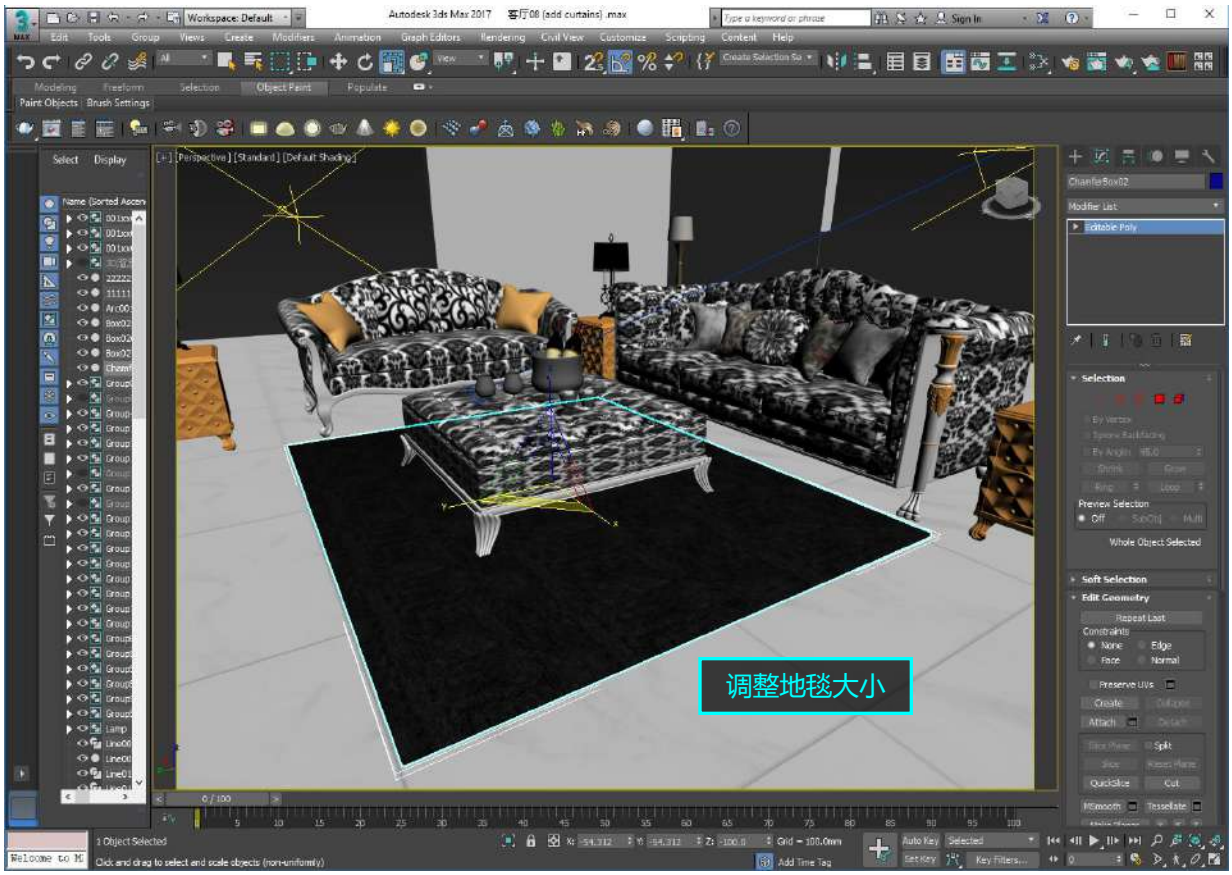
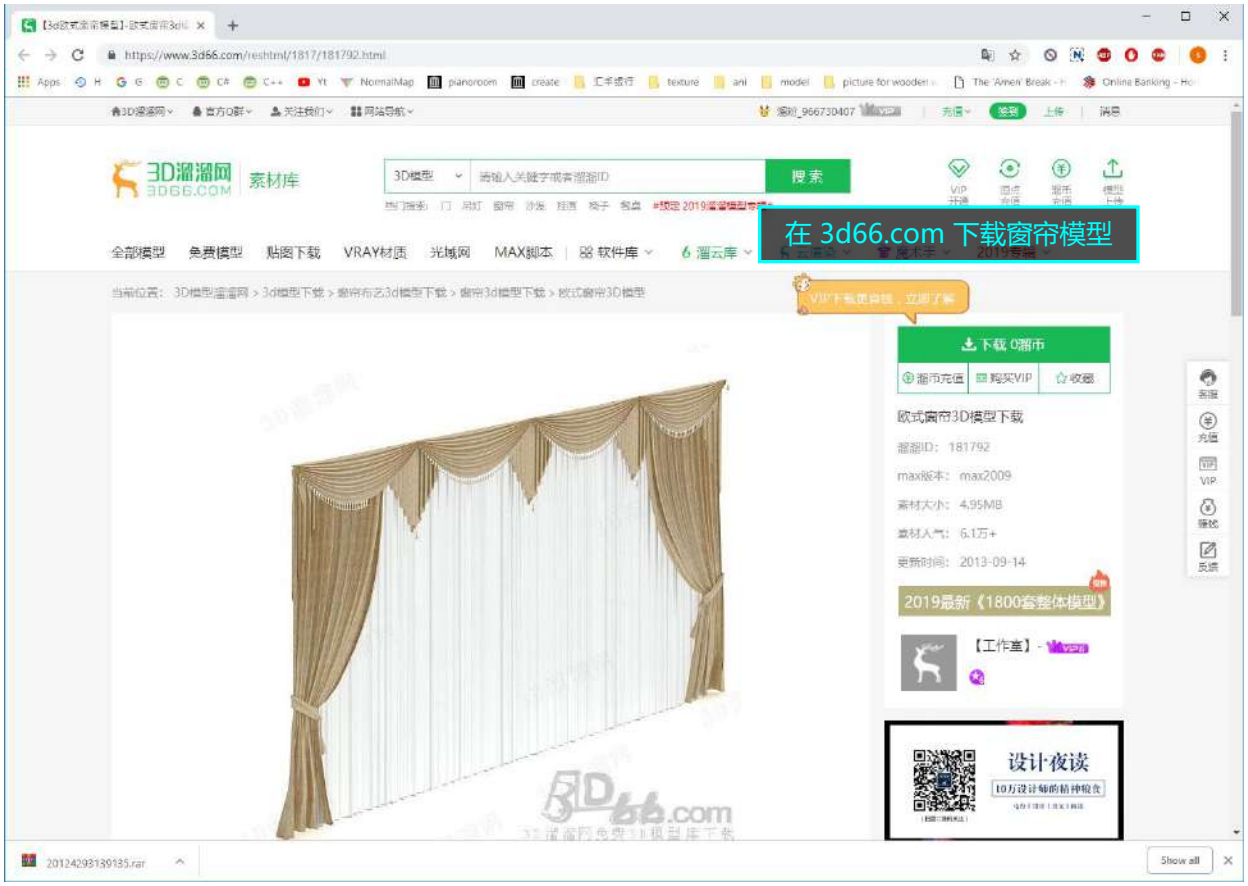

刚刚下载的沙发模型


接下来 import 沙发到地面上


调整地毯大小

添加沙发之后，我们来添加窗帘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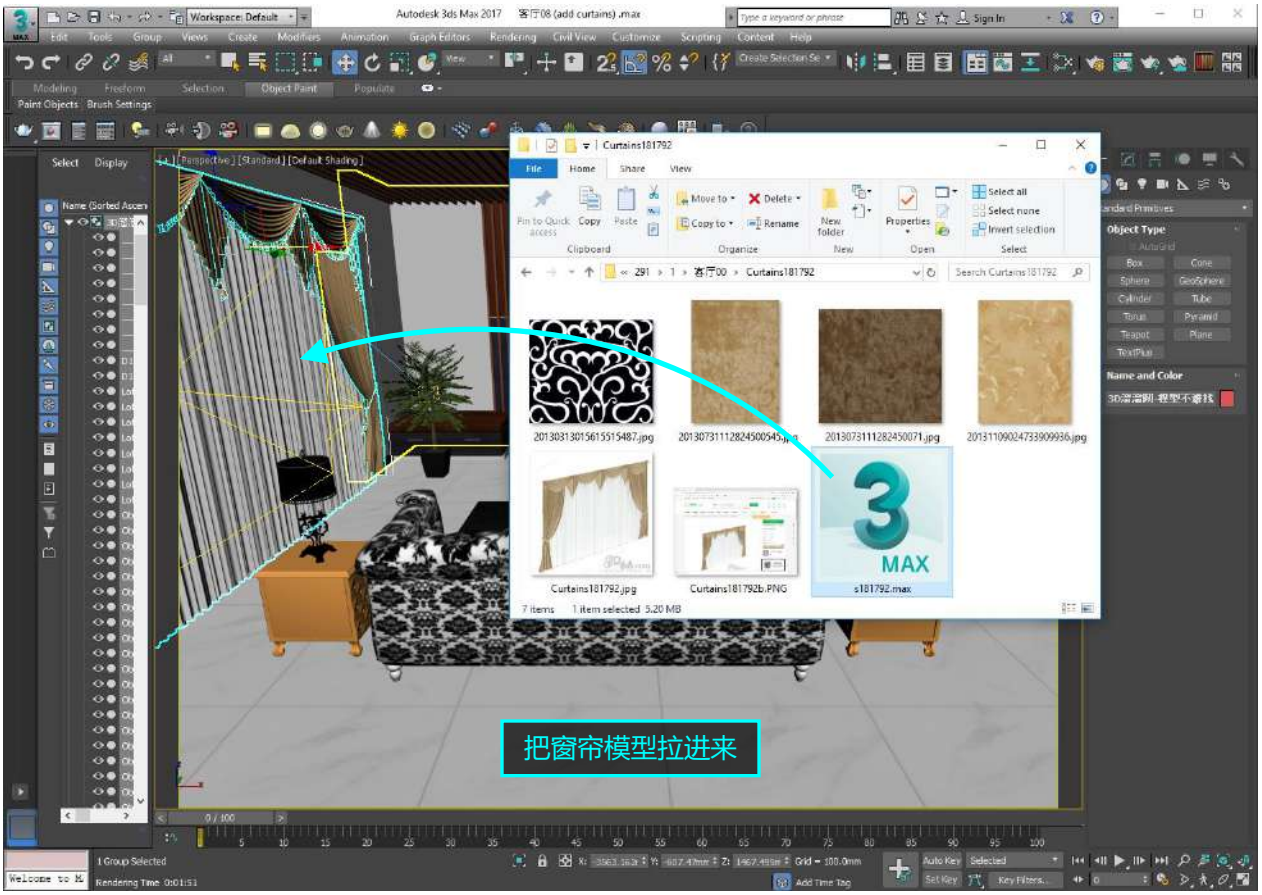
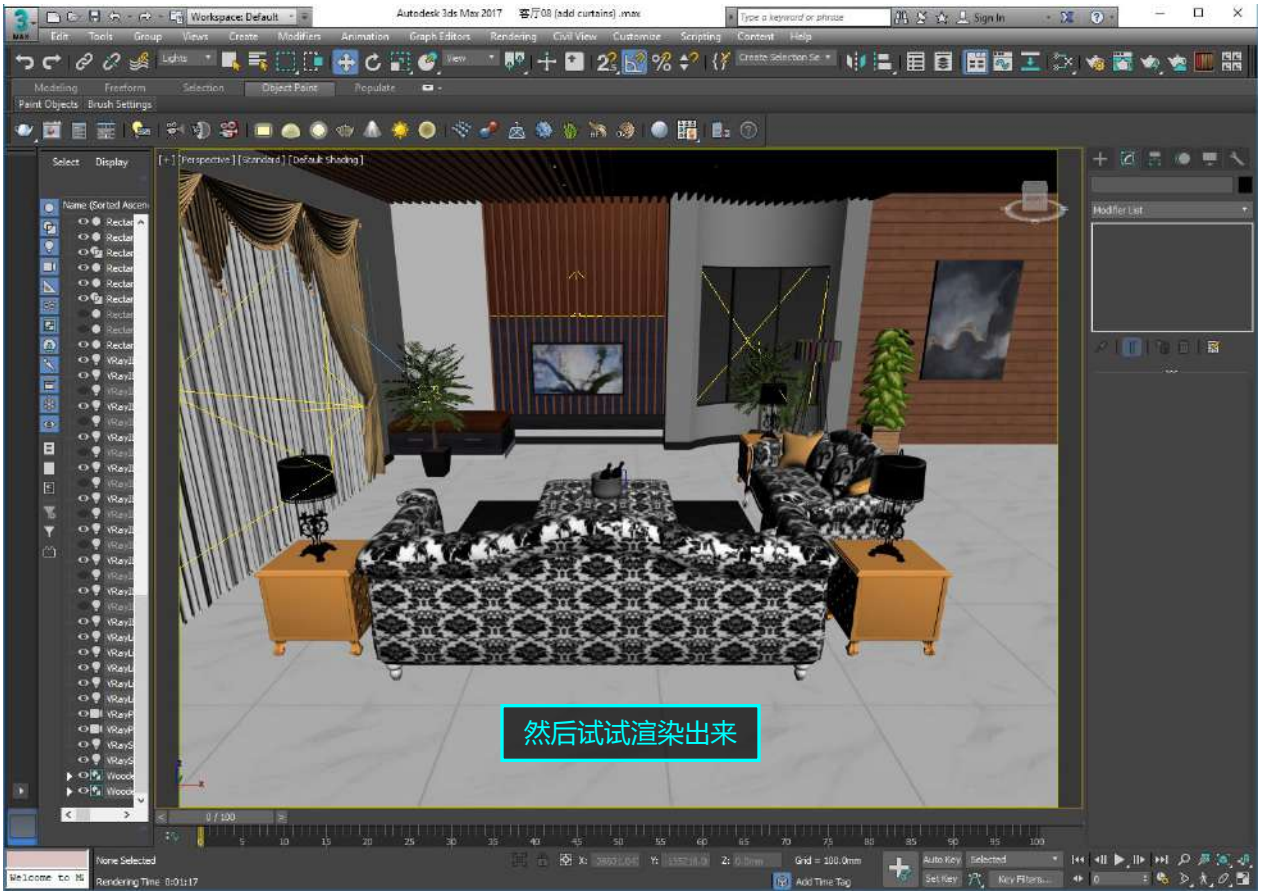
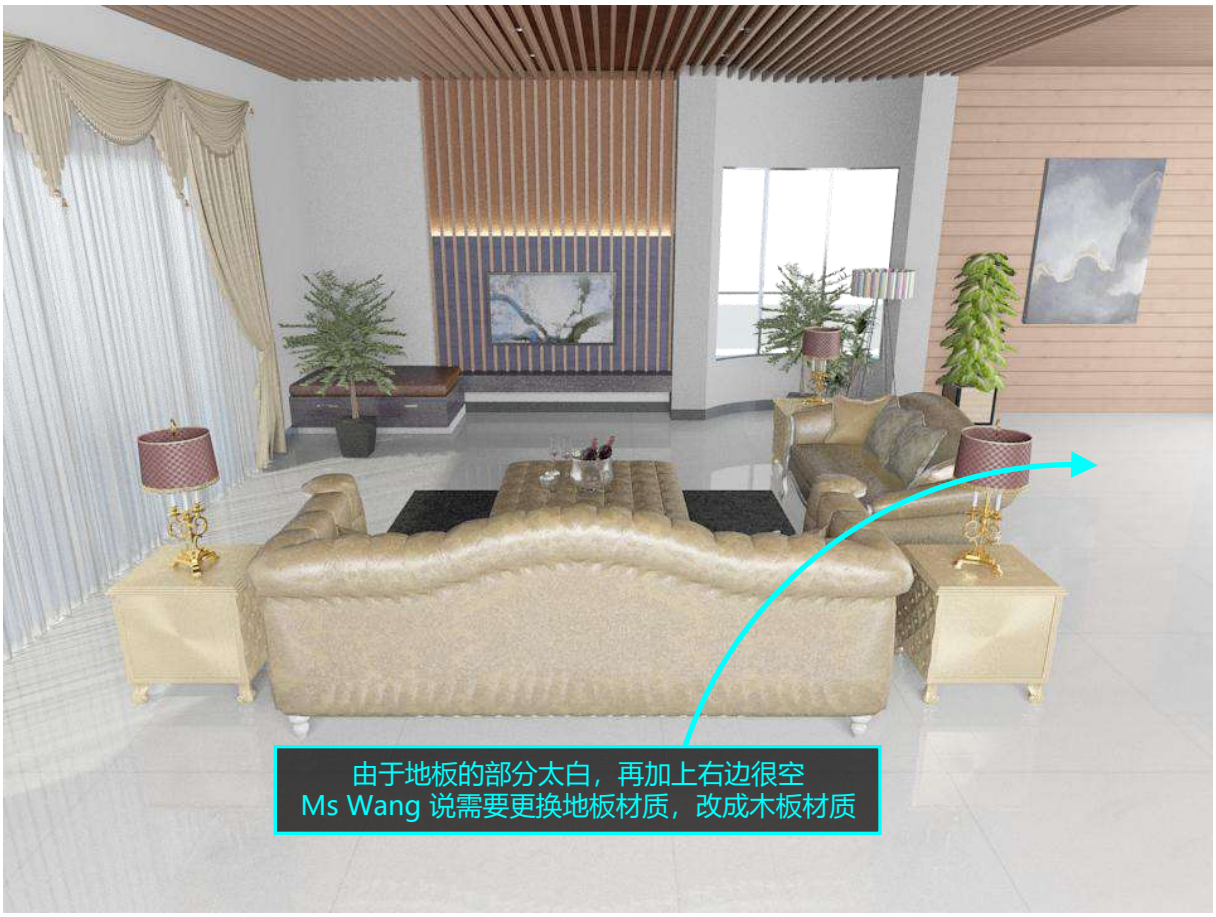
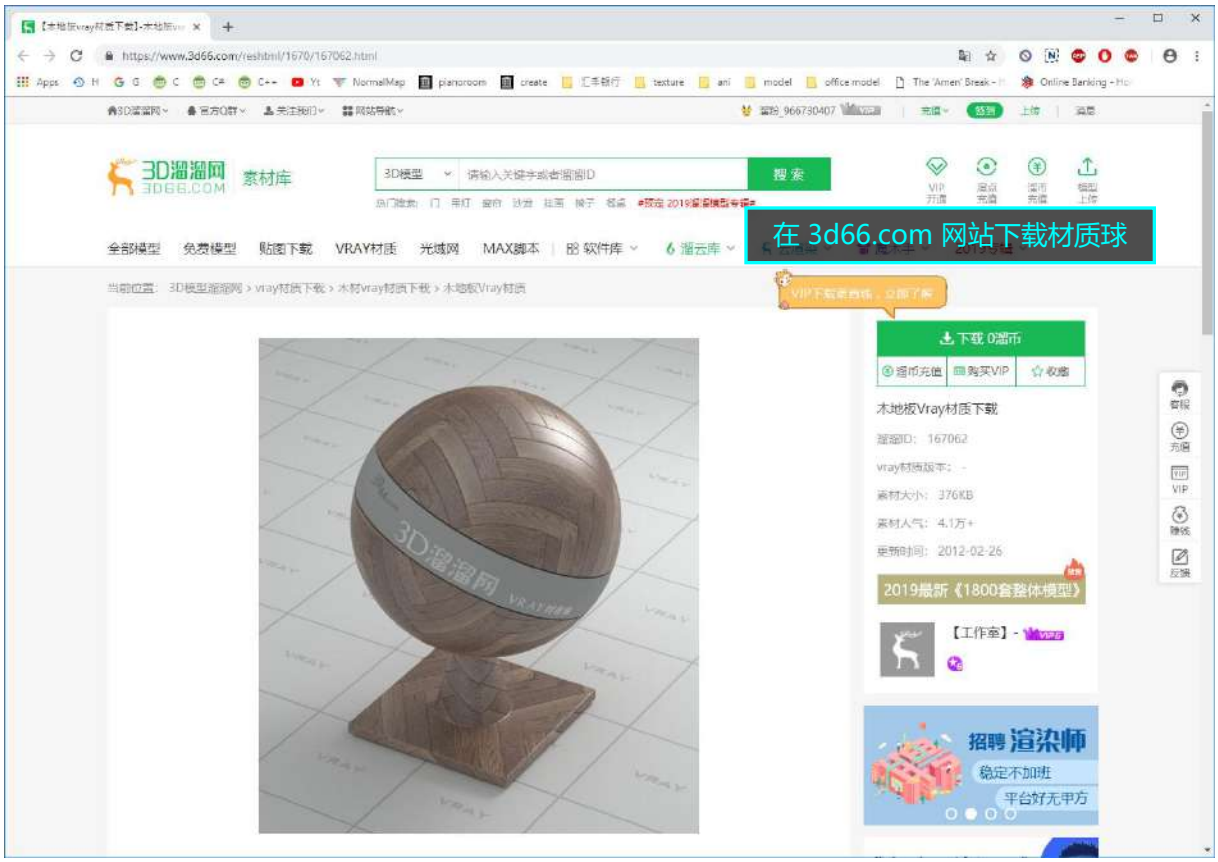
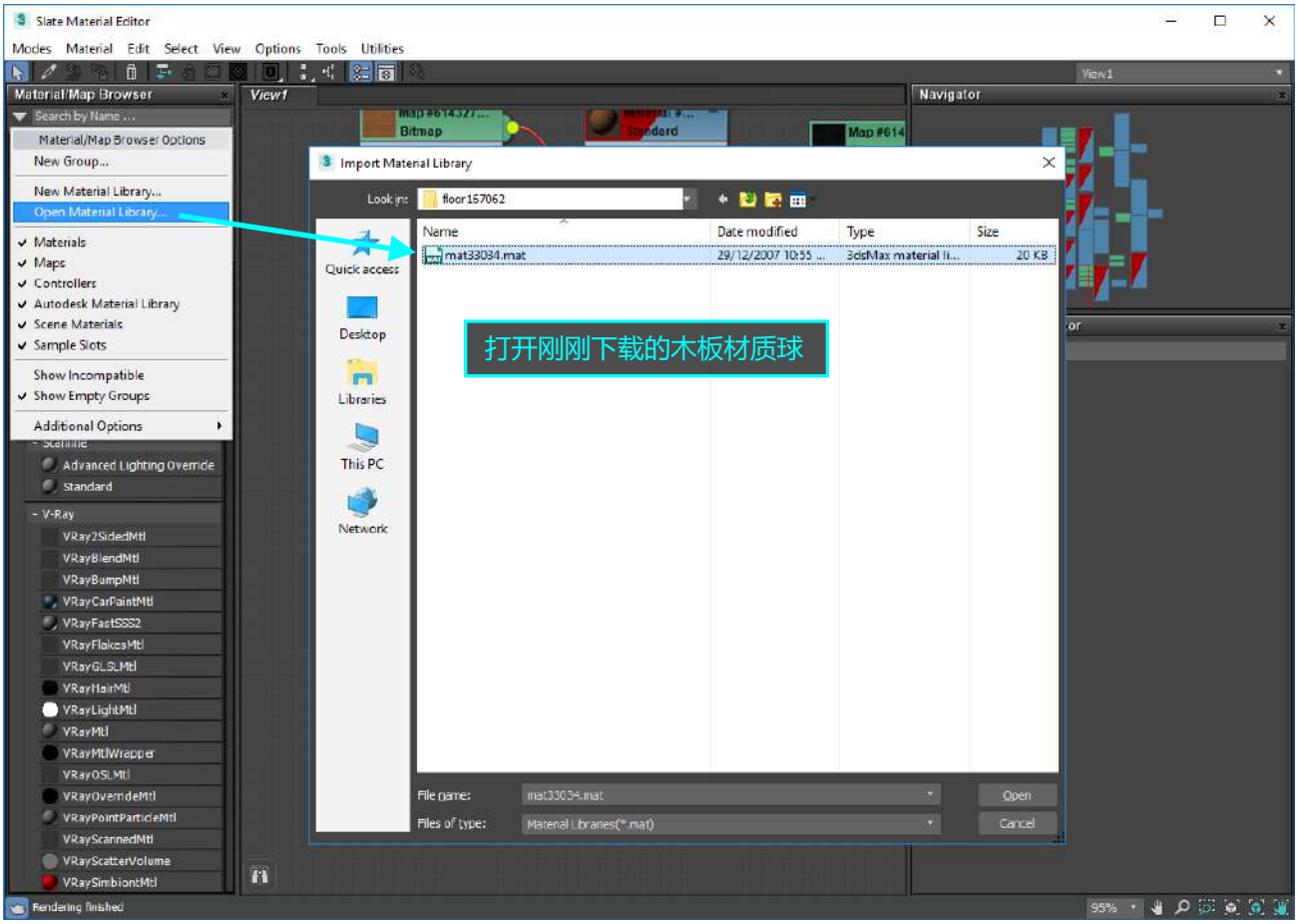
2019最新《1800套整体模型》
设计夜读

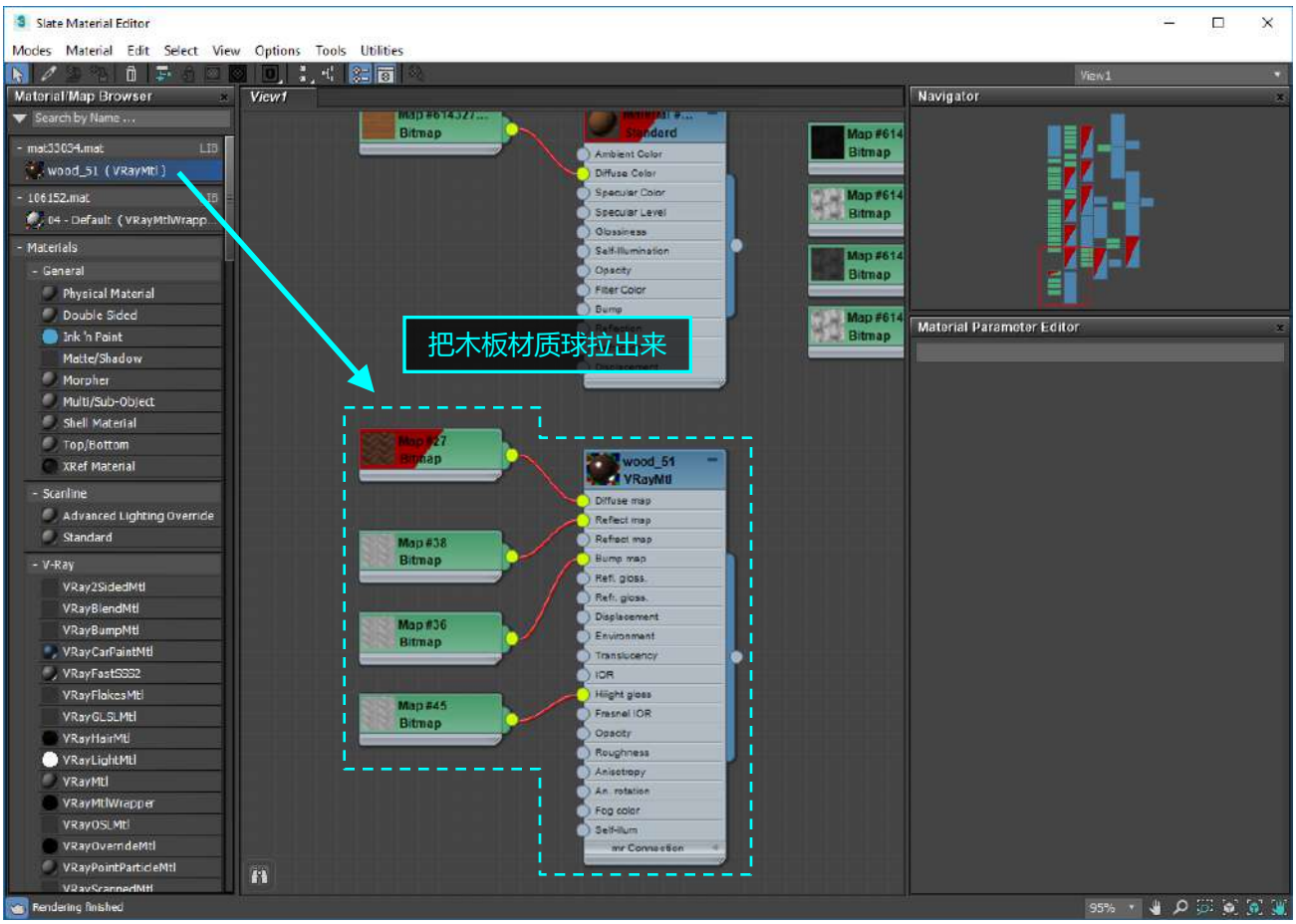

把窗帘模型拉进来

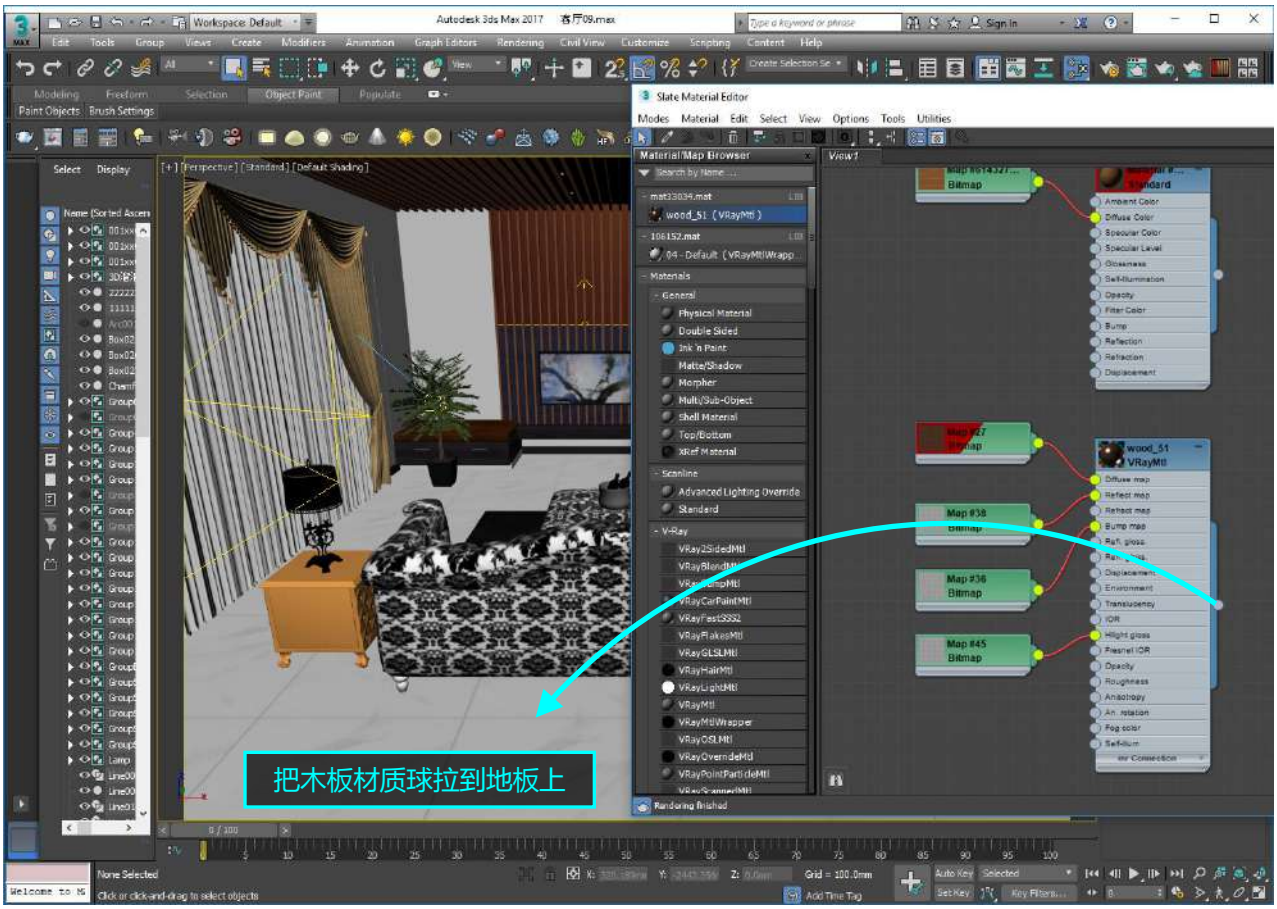

然后试试渲染出来

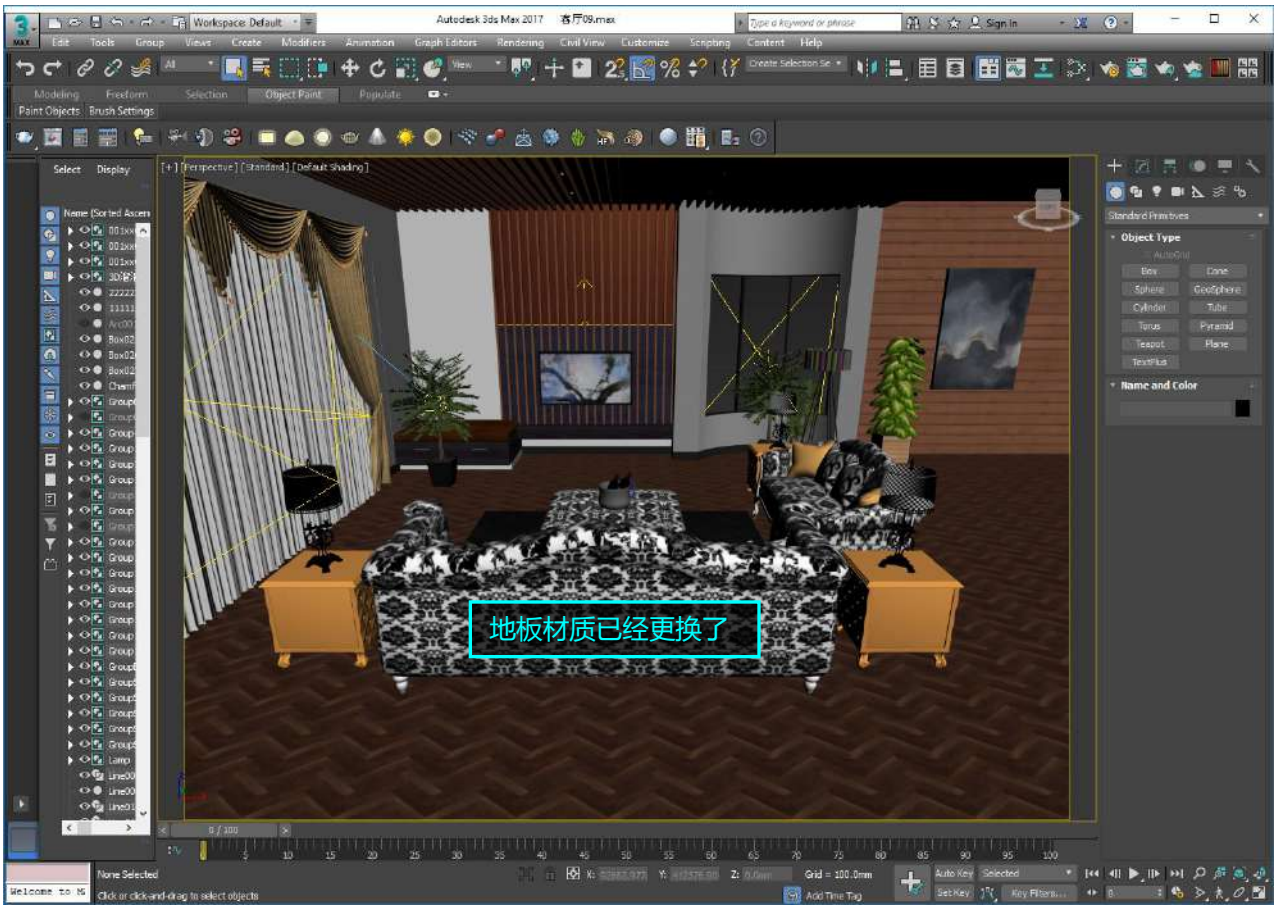

由于地板的部分太白，再加上右边很空
Ms Wang 说需要更换地板材质

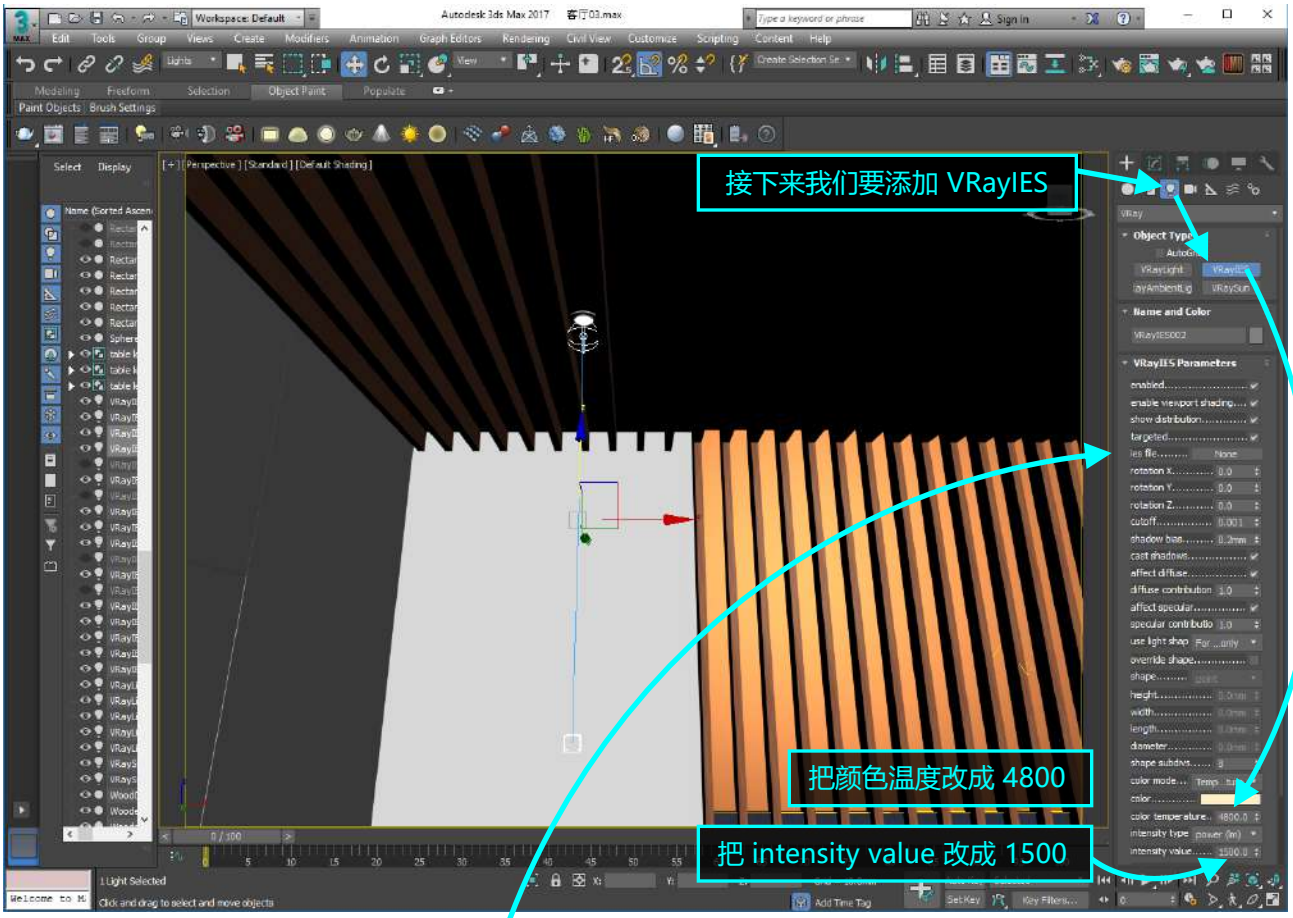

在 3d66.com 网站下载材质球
3D溜溜网
3D66.COM
素材库
3D模型
搜索
全部模型
免费模型
贴图下载
VRAY材质
光域网
MAX脚本
下载 0溜币
木地板Vray材质下载
2019最新《1800套整体模型》
招聘渲染师
稳定不加班
平台好无甲方

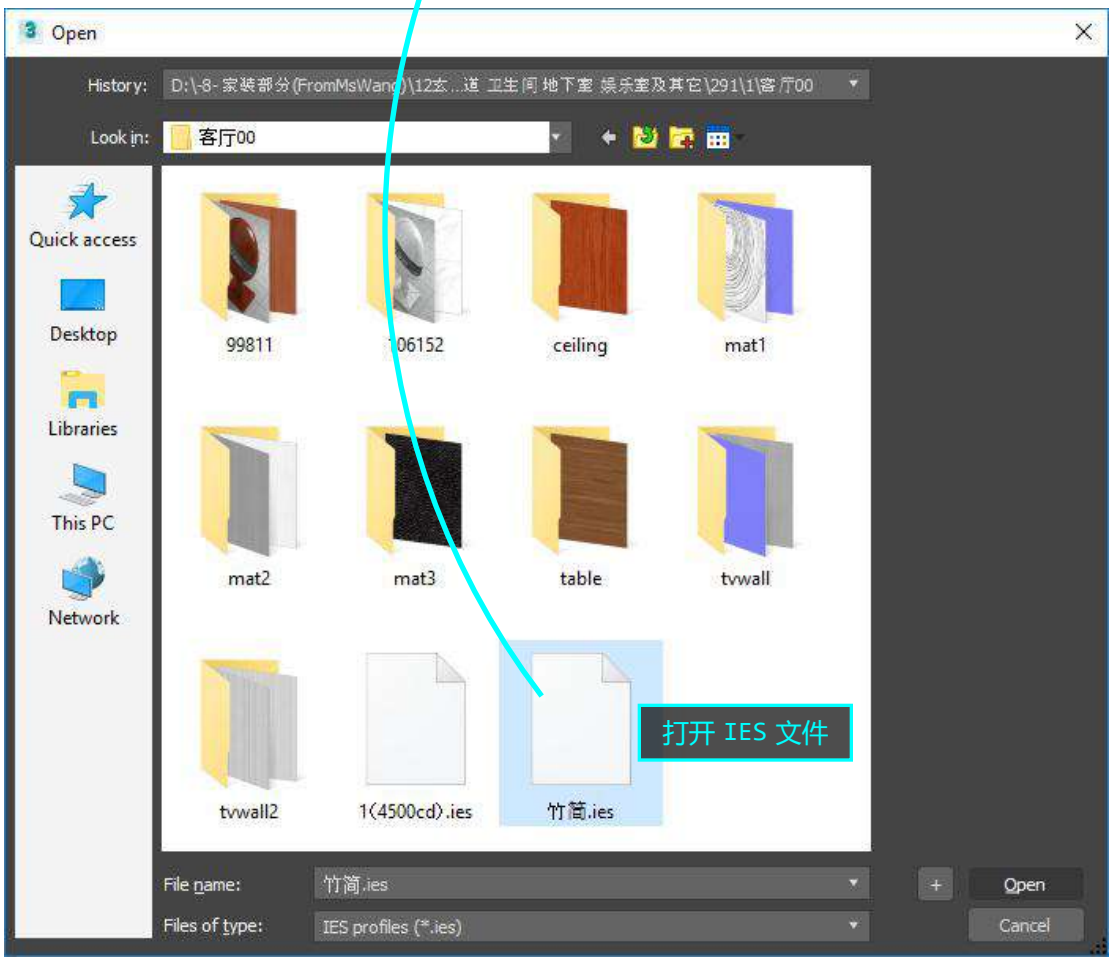

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
Material/Map Browser Options
New Group...
New Material Library...
Open Material Library...
Materials
Maps
Controllers
Autodesk Material Library
Scene Materials
Sample Slots
Show Incompatible
Show Empty Groups
Additional Options
View1
Navigator
Import Material Library
Look in: floor157062
Name
Date modified
Type
Size
mat33034.mat
29/12/2007 10:55 ...
3dsMax material li...
20 KB
Quick access
Desktop
Libraries
This PC
Network
打开刚刚下载的木板材质球
File name: mat33034.mat
Files of type: Material Libraries(*.mat)
Open
Cancel
Rendering finished

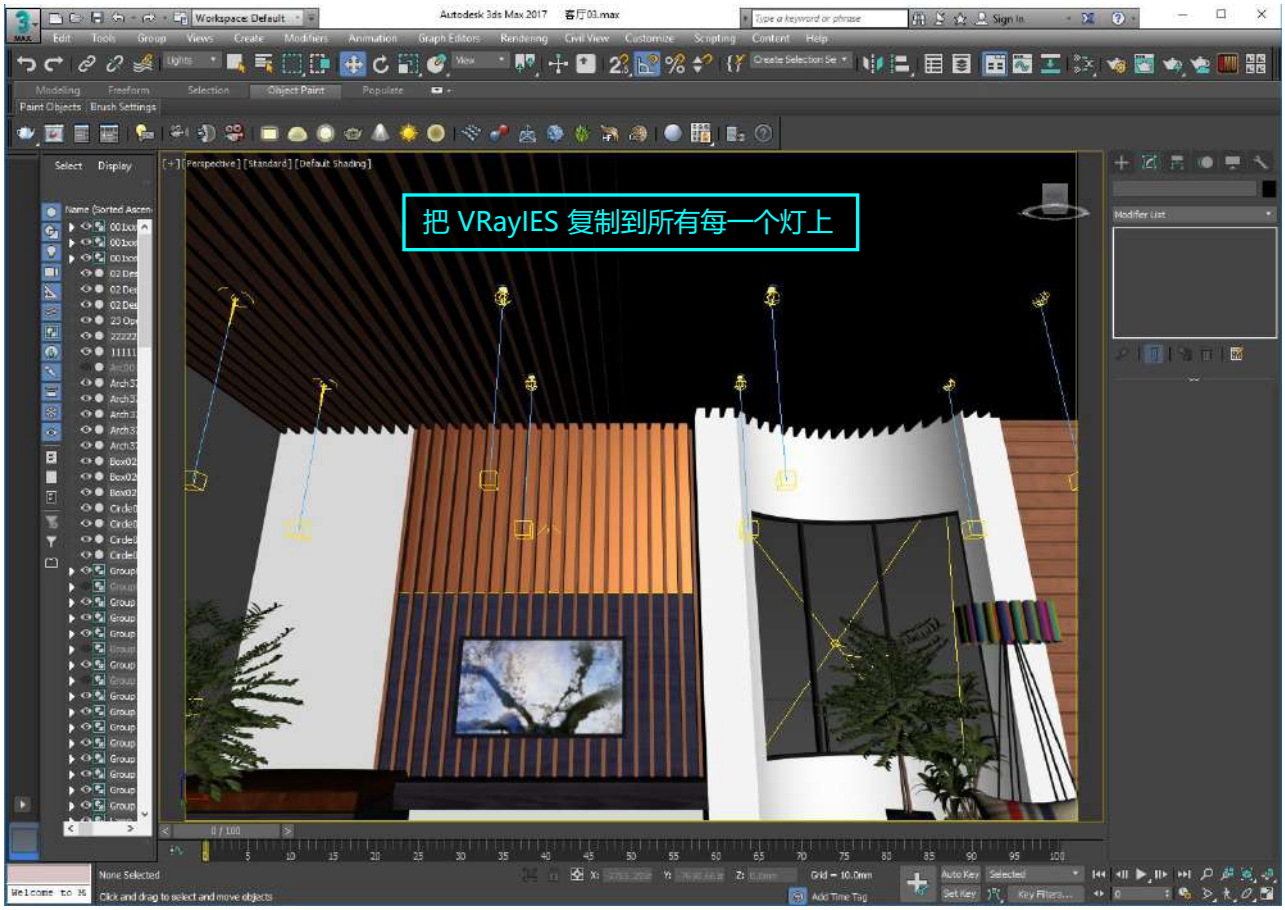

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
Material/Map Browser
Search by Name ...
mat33034.mat
wood_51 (VRayMtl)
106152.mat
04 - Default (VRayMtlWrapp...
Materials
General
Physical Material
Double Sided
Ink 'n Paint
Matte/Shadow
Morpher
Multi/Sub-Object
Shell Material
Top/Bottom
XRef Material
Scanline
Advanced Lighting Override
Standard
V-Ray
VRay2SidedMtl
VRayBlendMtl
VRayBumpMtl
VRayCarPaintMtl
VRayFastSSS2
VRayFlakesMtl
VRayGLSLMtl
VRayHairMtl
VRayLightMtl
VRayMtl
VRayMtlWrapper
VRayOSLMtl
VRayOverrideMtl
VRayPointParticleMtl
VRayScannedMtl
View1
Navigator
Material Parameter Editor
把木板材质球拉出来
Bitmap
Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Map #614 Bitmap
Map #27 Bitmap
Map #38 Bitmap
Map #36 Bitmap
Map #45 Bitmap
wood_51 VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-Illum
mr Connection
Rendering finished


把木板材质球拉到地板上

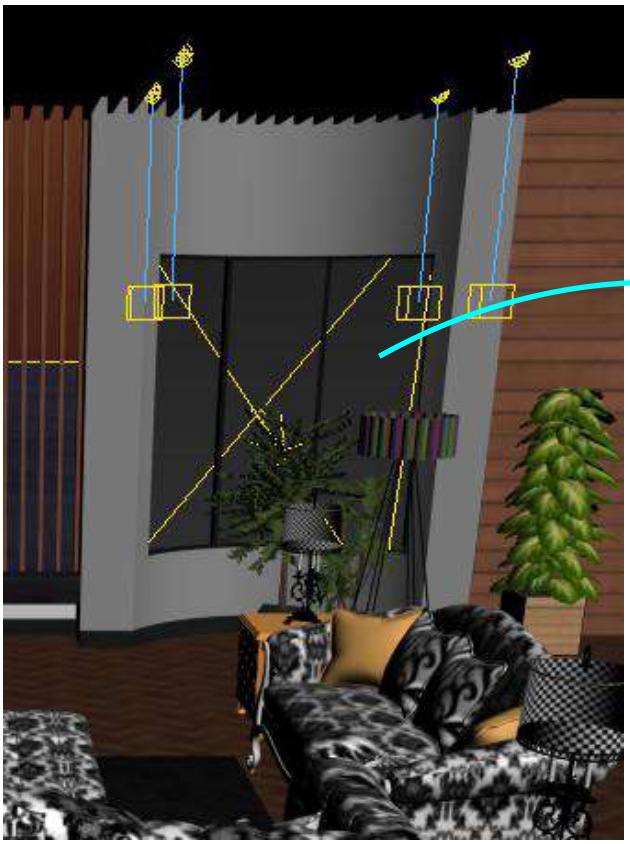

地板材质已经更换了

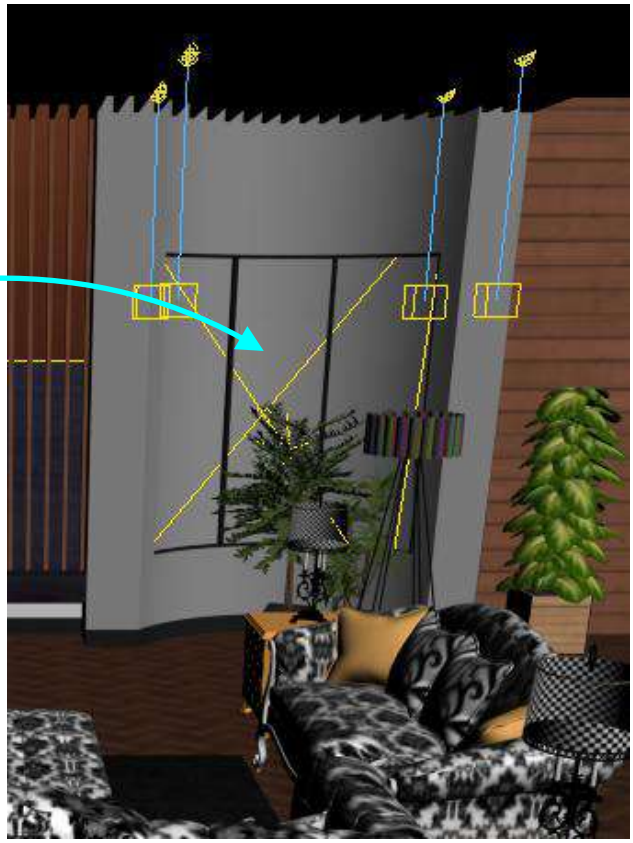

接下来我们要添加 VRayIES
把颜色温度改成 4800
把 intensity value 改成 1500


Open
History:
Look in:
客厅00
Quick access
Desktop
Libraries
This PC
Network
99811
106152
ceiling
mat1
mat2
mat3
table
tvwall
tvwall2
1(4500cd).ies
竹简.ies
打开 IES 文件
File name:
竹简.ies
Files of type:
IES profiles (*.ies)
Open
Cancel

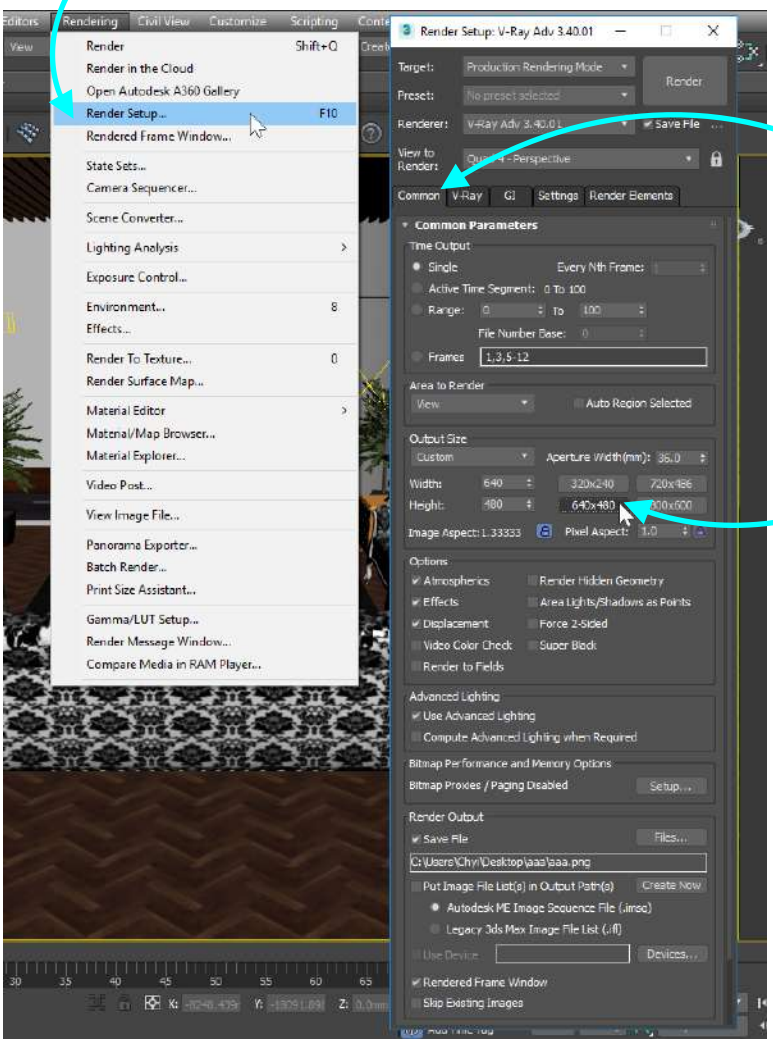


把隐藏的玻璃窗给打开，然后我们拿来渲染吧





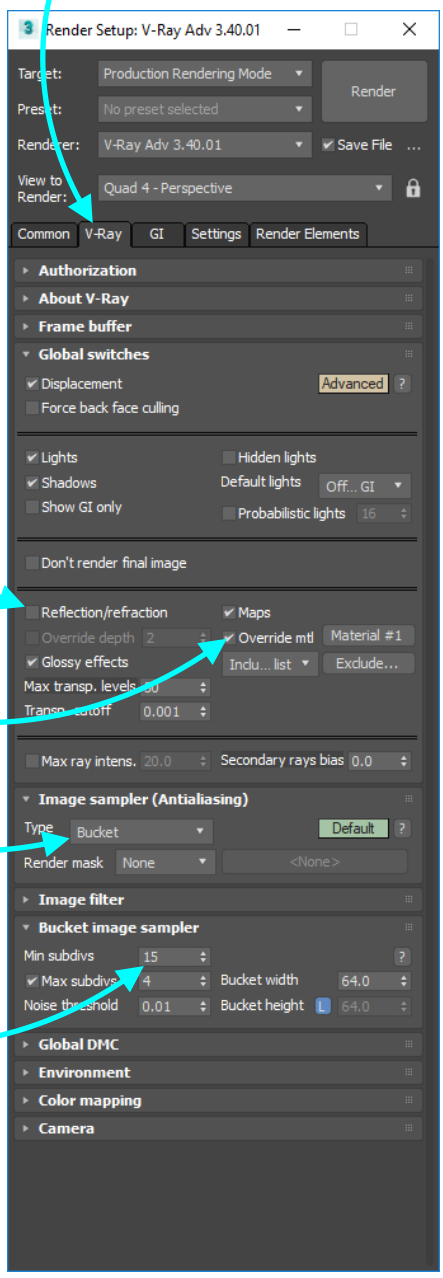
接下来我们渲染白膜



切换在 Common 部分

改成 640x480

改成 640x480

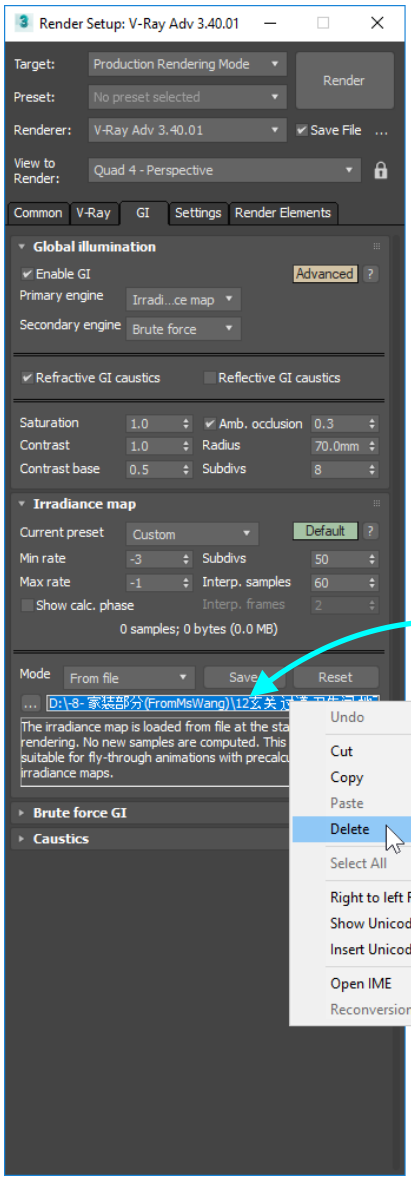


取消勾选 Reflection/refraction

勾选 Override mtl

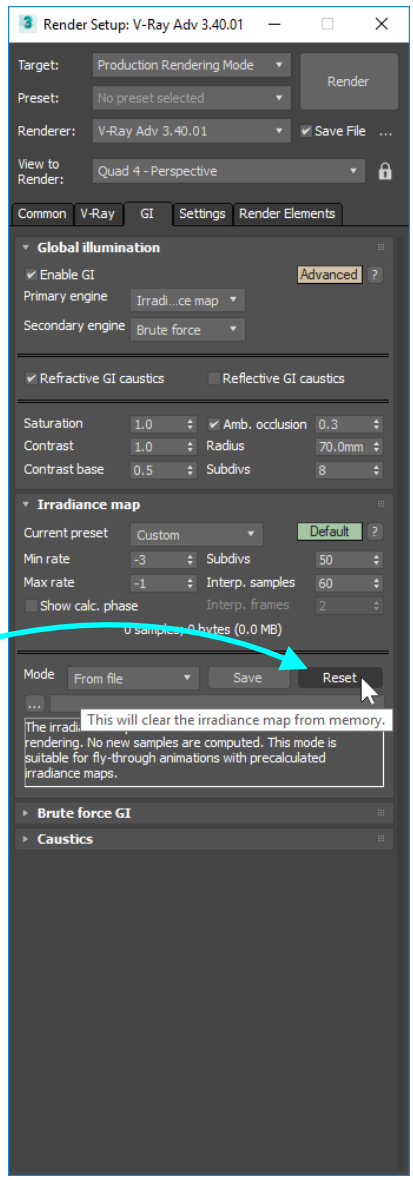
确保在 Bucket

把 Min subdivs 改成 15



把之前的光子图给删除掉

然后再按“Reset”以确保之前的光子图给删除掉

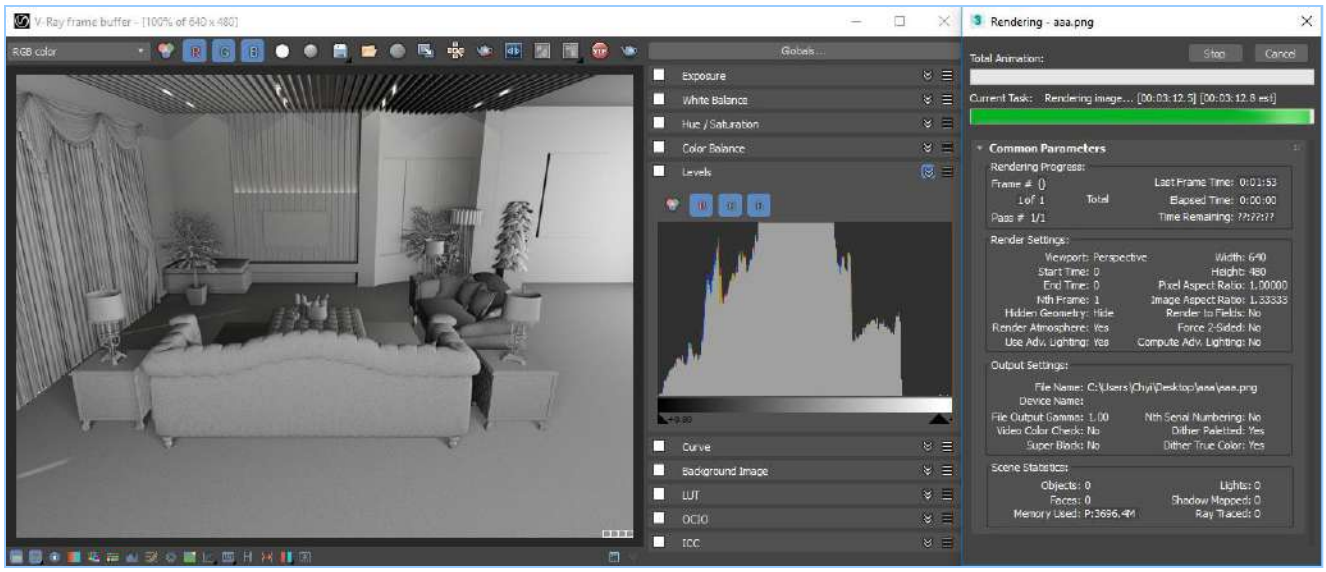


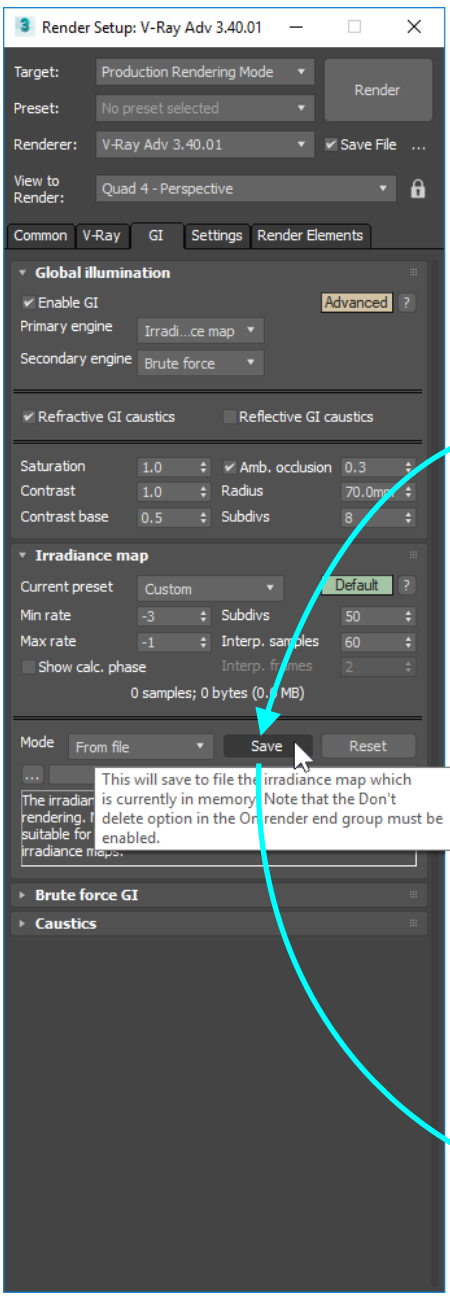
Question:
为什么我们要删除光子图?

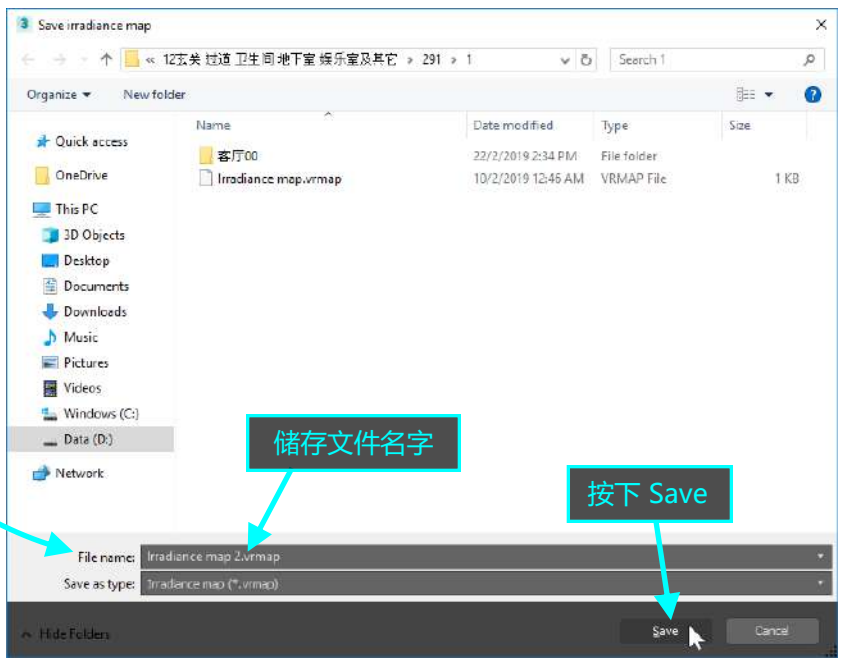
答: 因为我们已经换了墙壁地板的材质，和换沙发模型
如果我们用回之前的光子图，会有出现之前的影子
如沙发，桌子，地毯，地板，墙壁等等

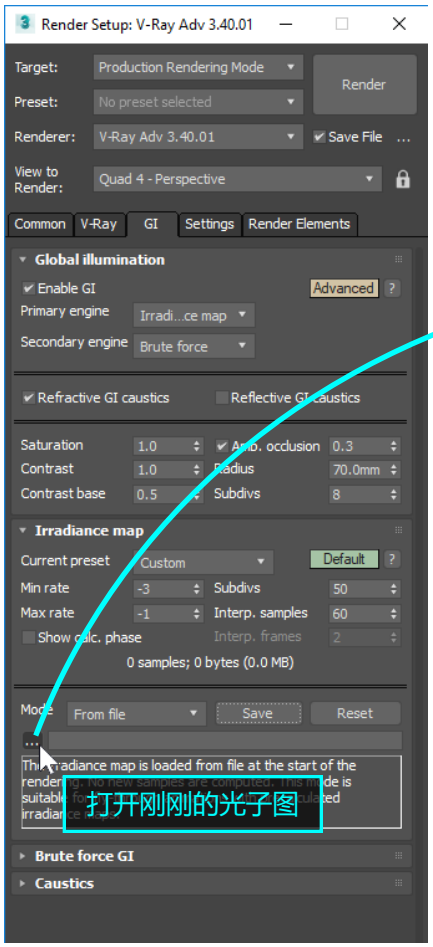
所以，必须再次渲染过光子图，否则直接渲染彩色图
会出现一些残影

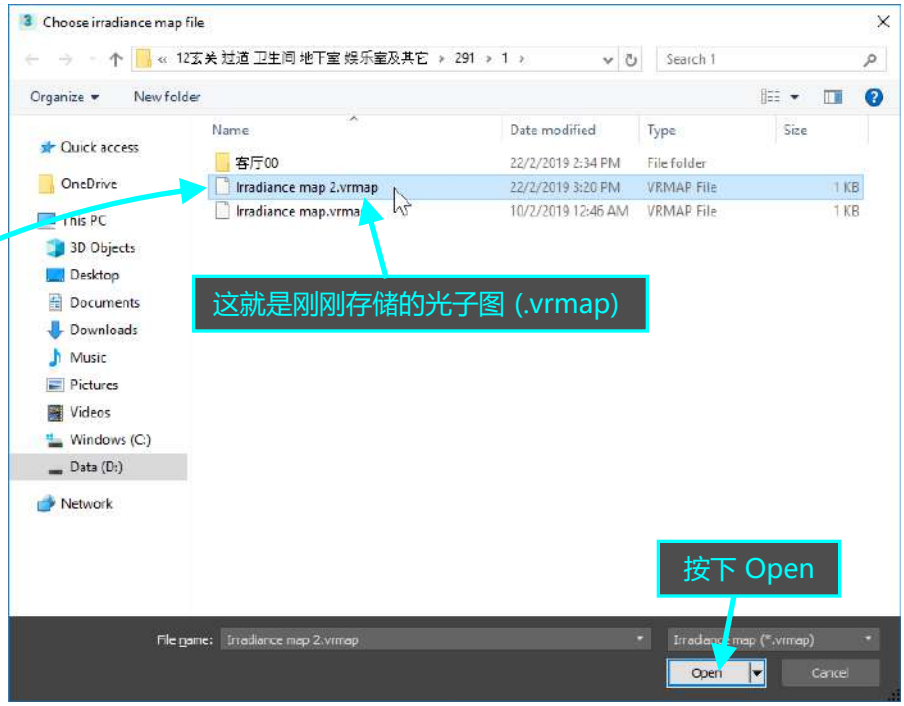
渲染过光子图（大概在 3 分钟左右）

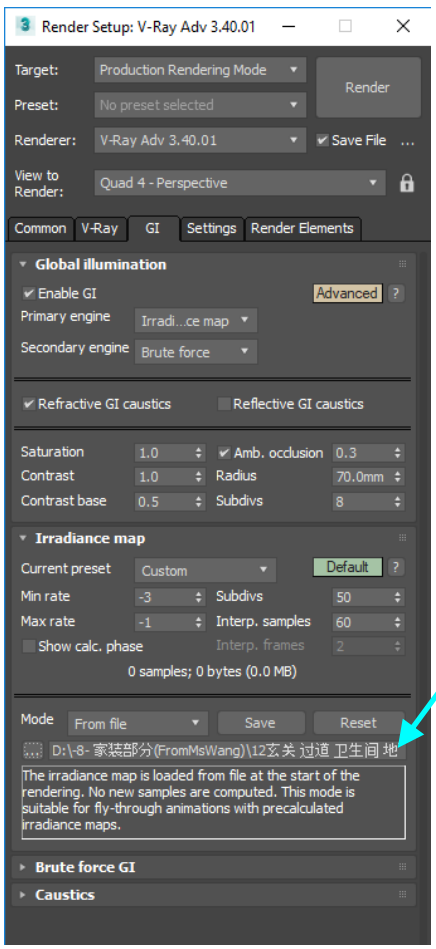




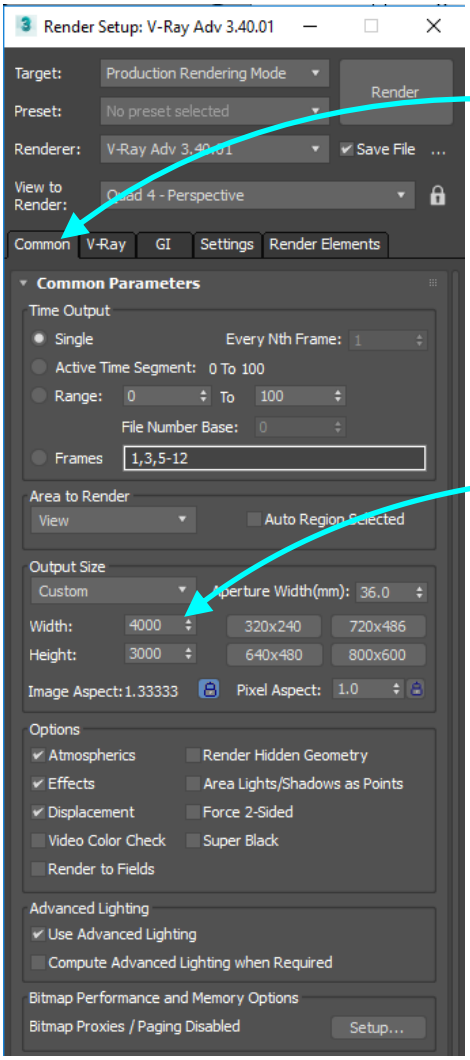






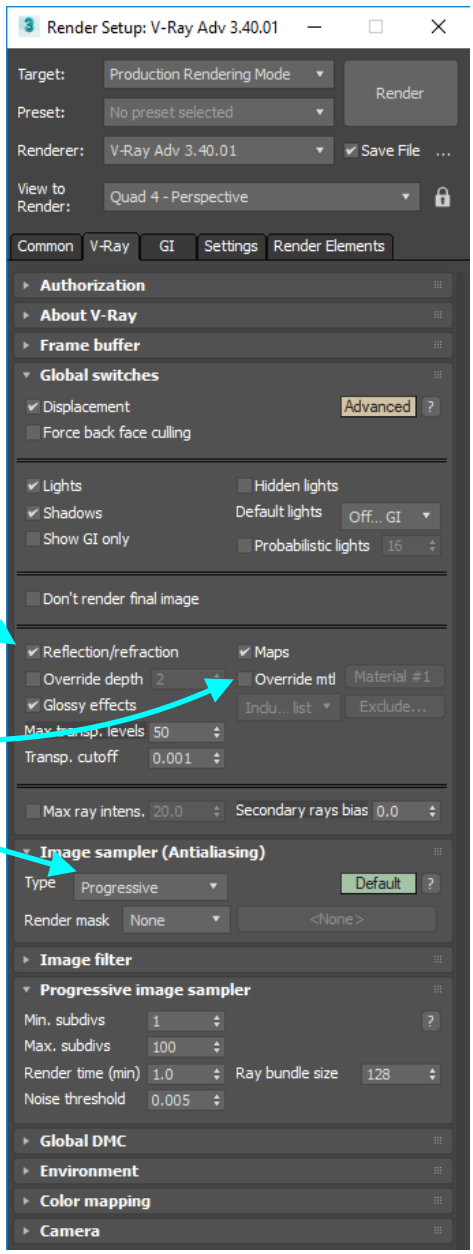


打开之后，你就可以看到刚刚的光子膜
这代表你已经可以使用光子图了



切换到 Common

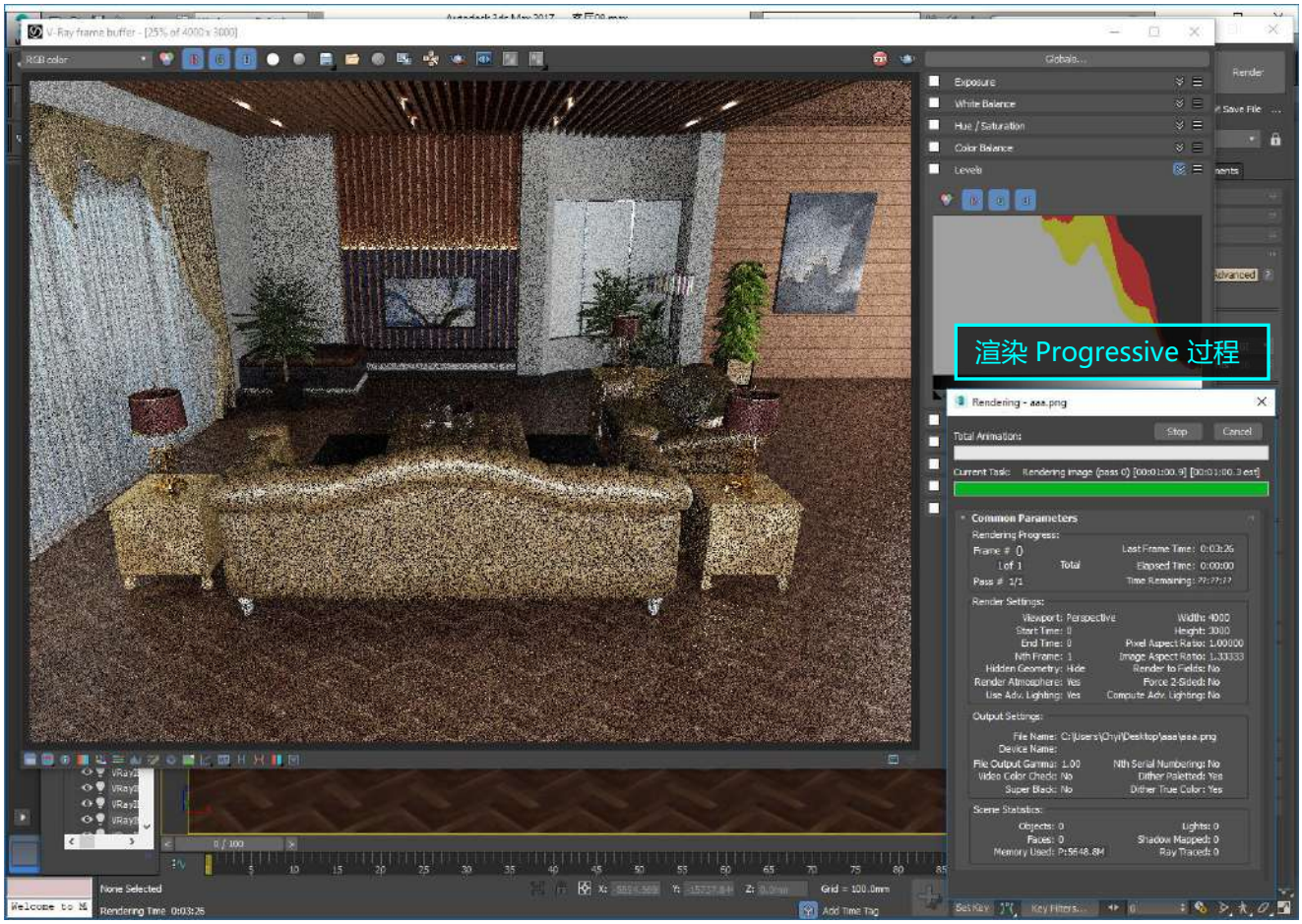
在这里改成 4000x3000

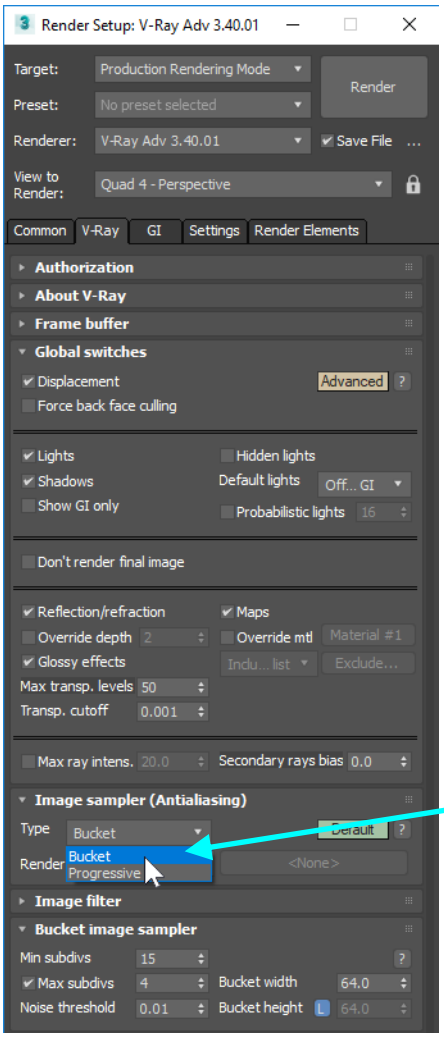


勾选 Reflection/refraction

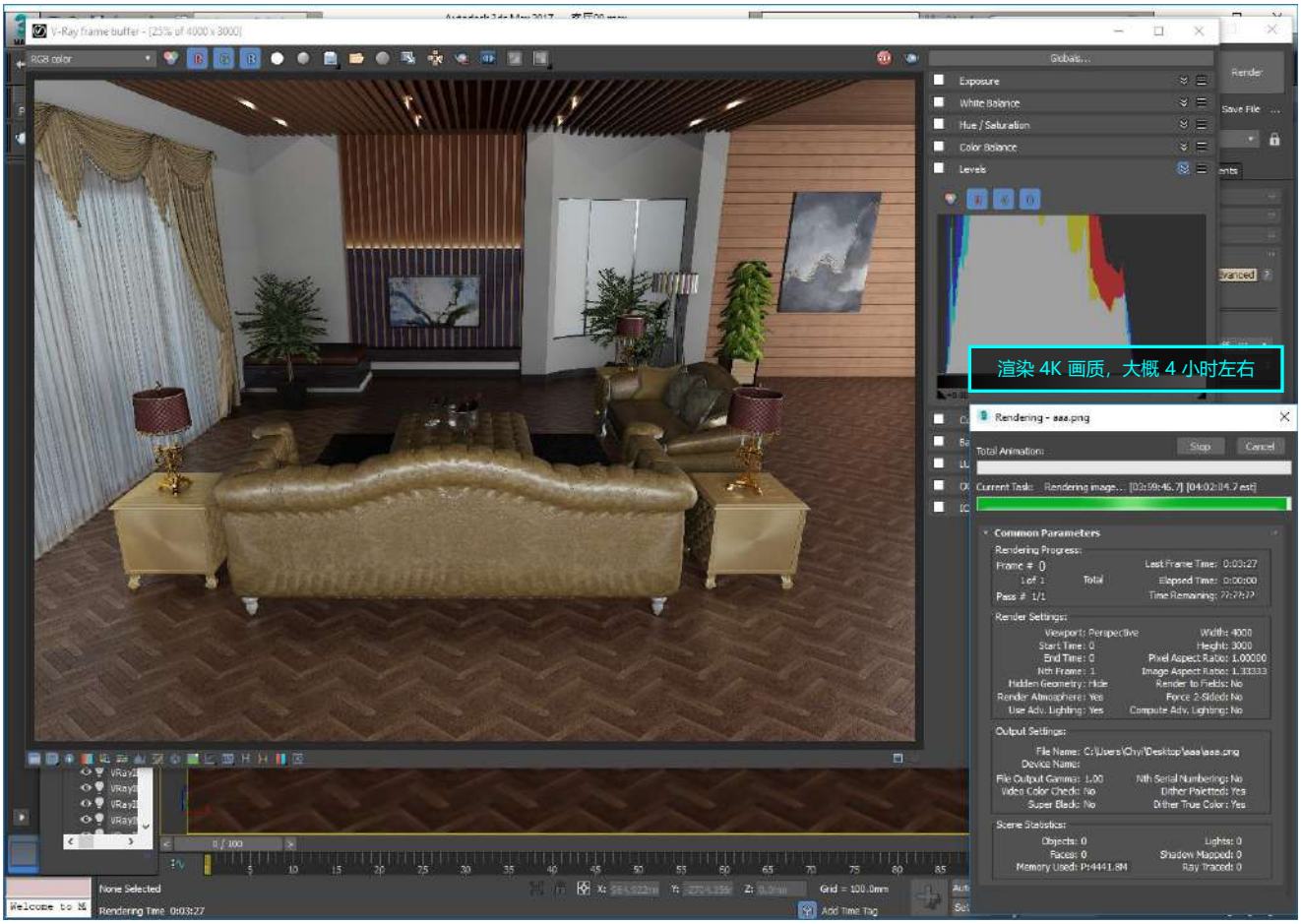
取消勾选Oveeride mtl

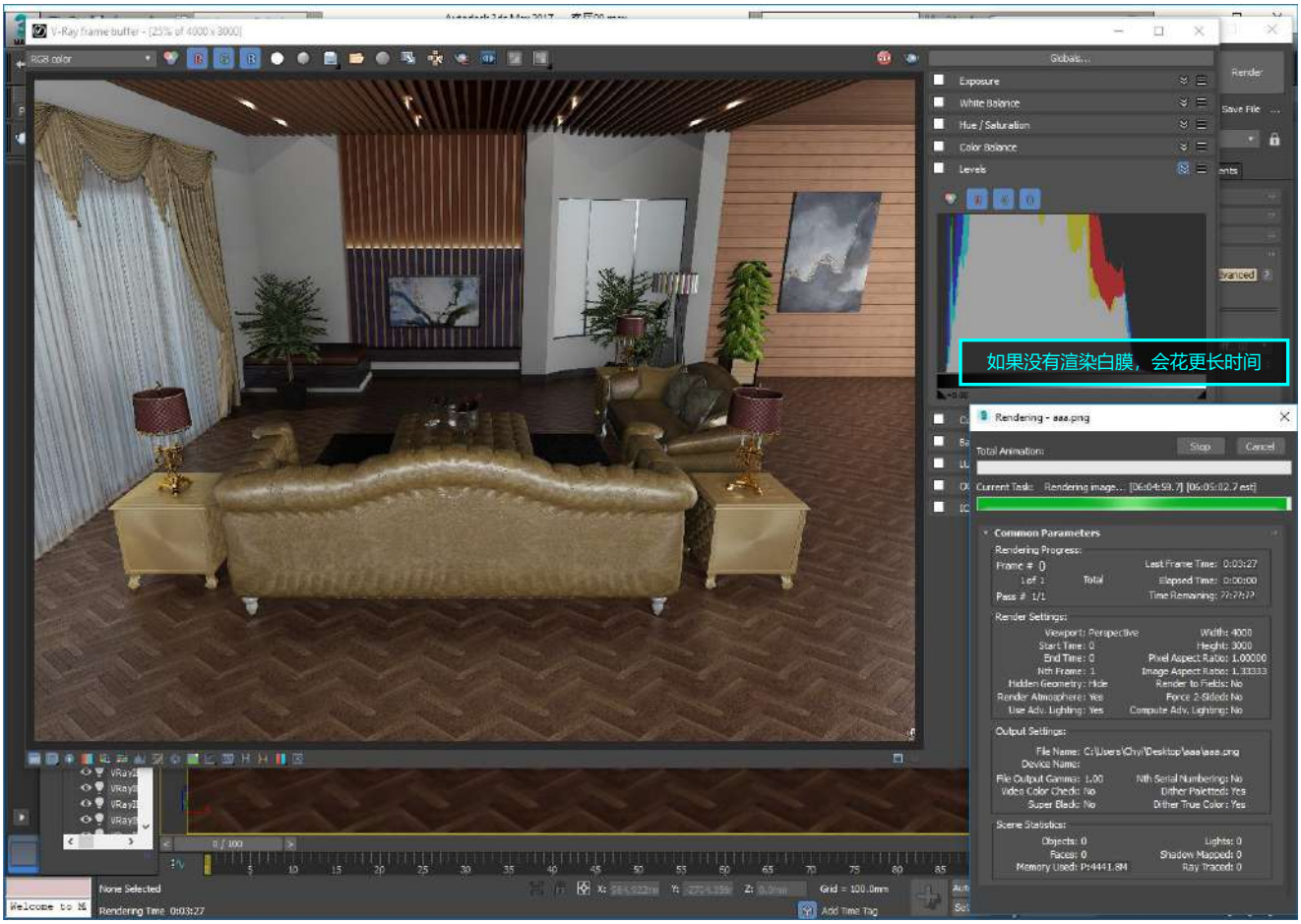
把 Bucket 改成 Progressive，然后把它渲染出来



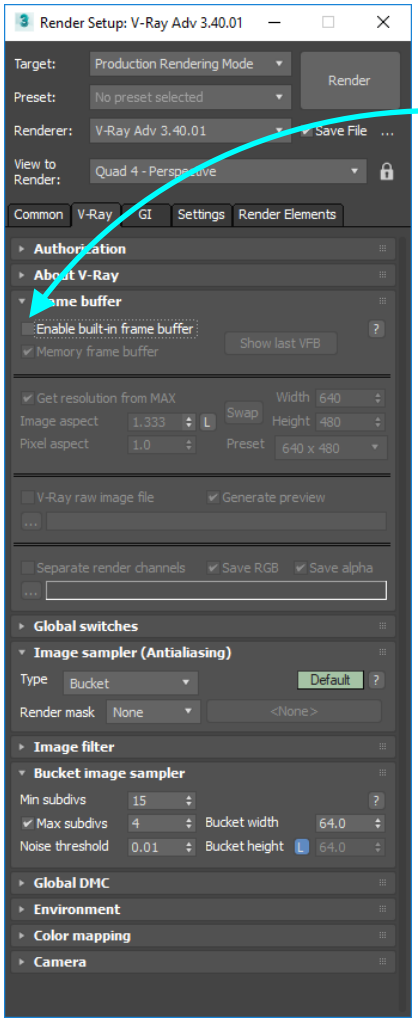


再把 Progressive 改成 Bucket，然后把它渲染出来


渲染 4K 画质，大概 4 小时左右

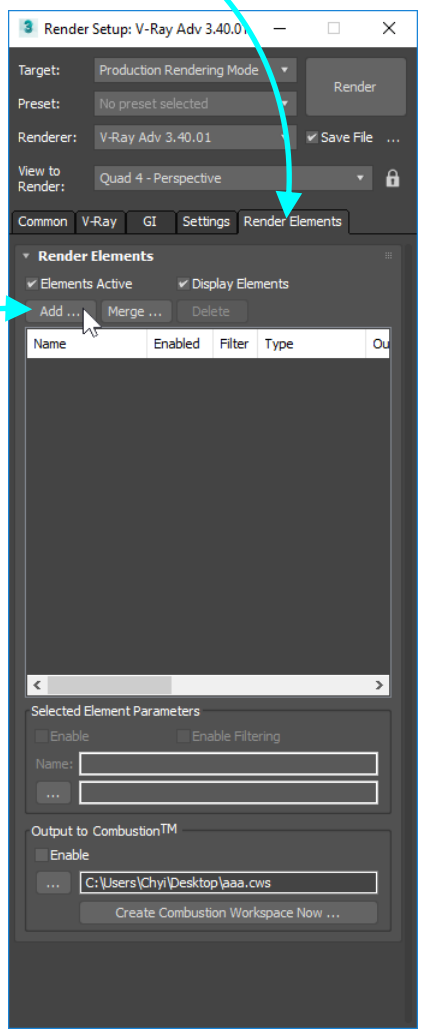

如果没有渲染白膜，会花更长时间

接下来我们要学如何 Render Elements 和使用 Phosotshop 做调整

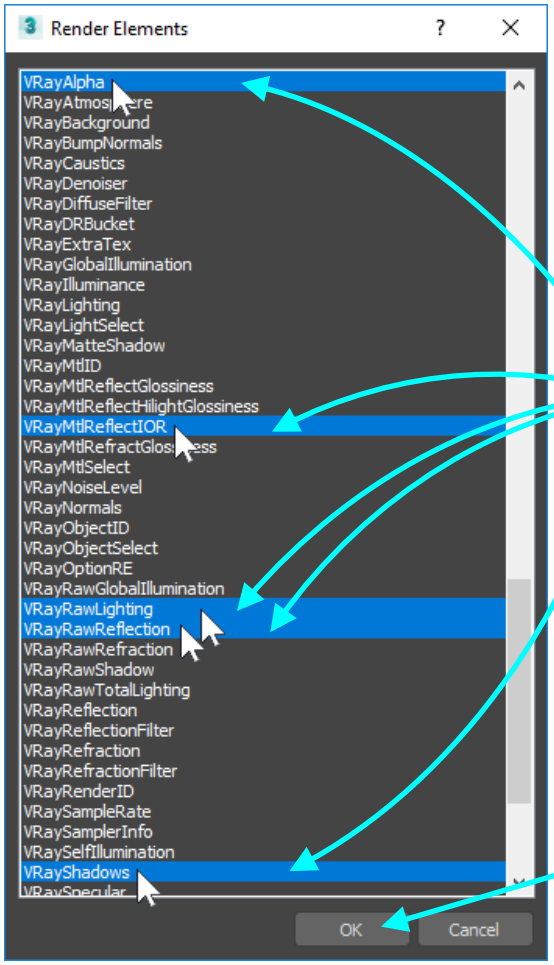


取消勾选 Enable built-in frame buffer

切换到 Render Elements 部分

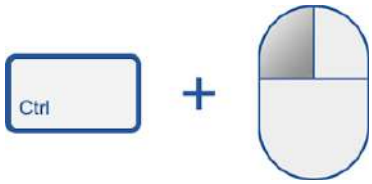


然后按 “Add...”



接下来我们要添加 Elements

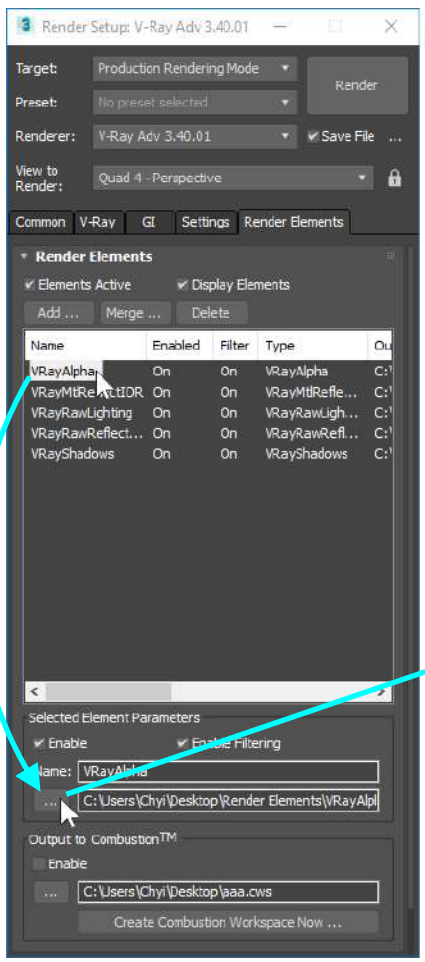
Ctrl + 滑鼠左键 – 可用来选你想要的 Elements

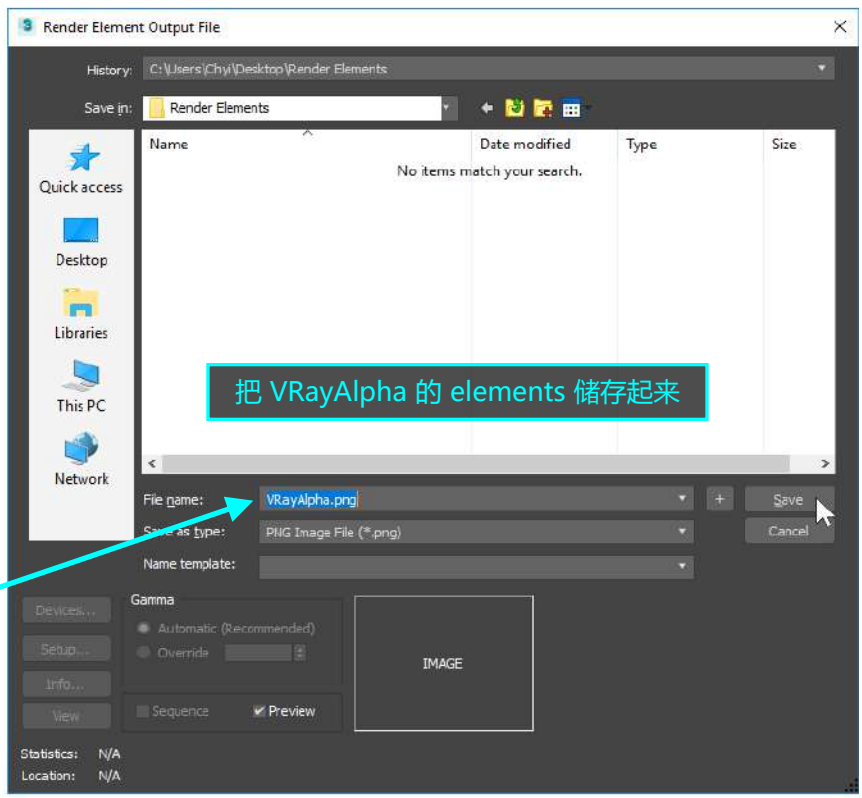


我们最需要的 Elements 就是:

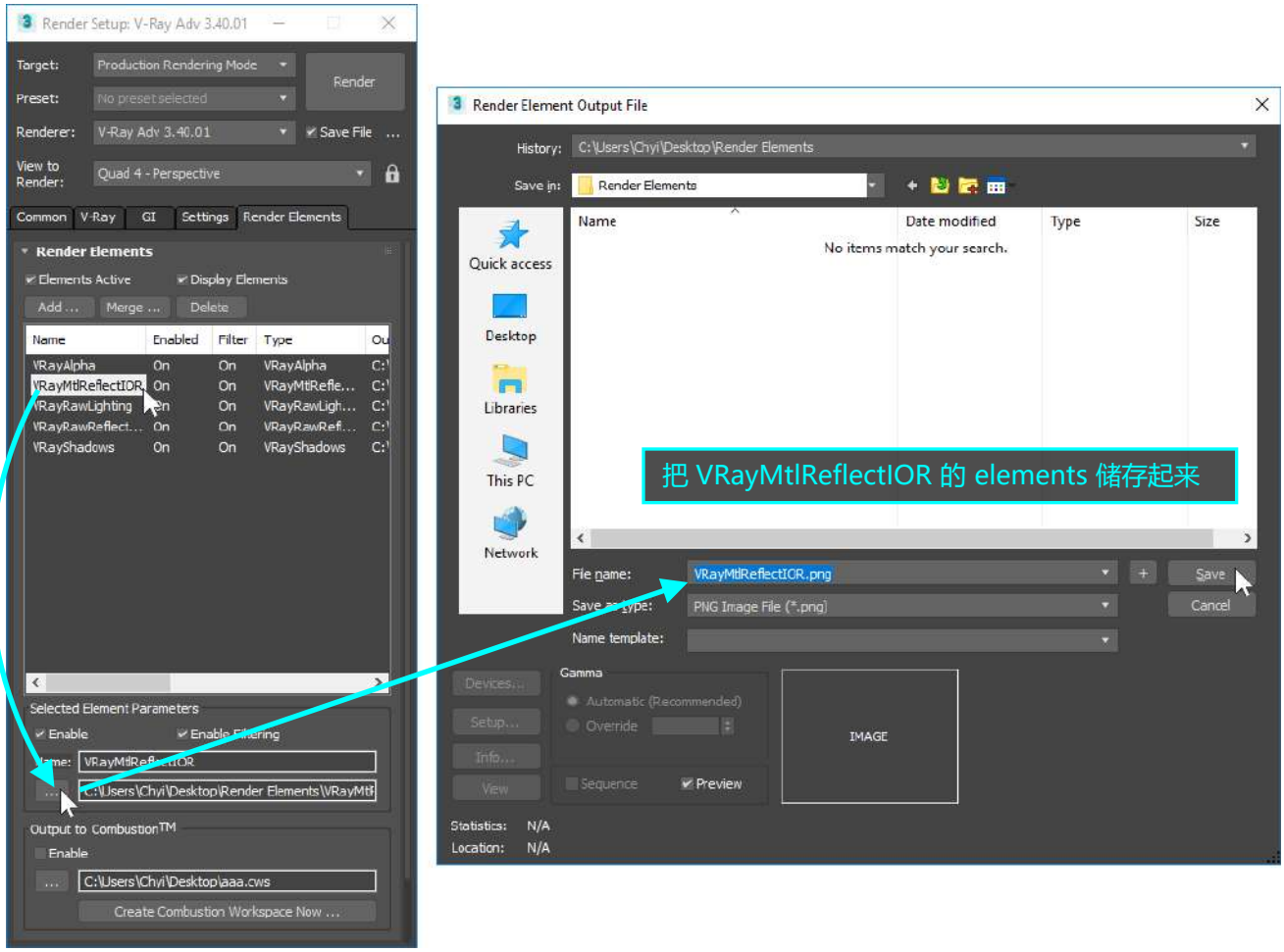
- VRayAlpha
- VRayMtlReflectIOR
- VRayRawLighting
- VRayRawReflection
- VRayShadows

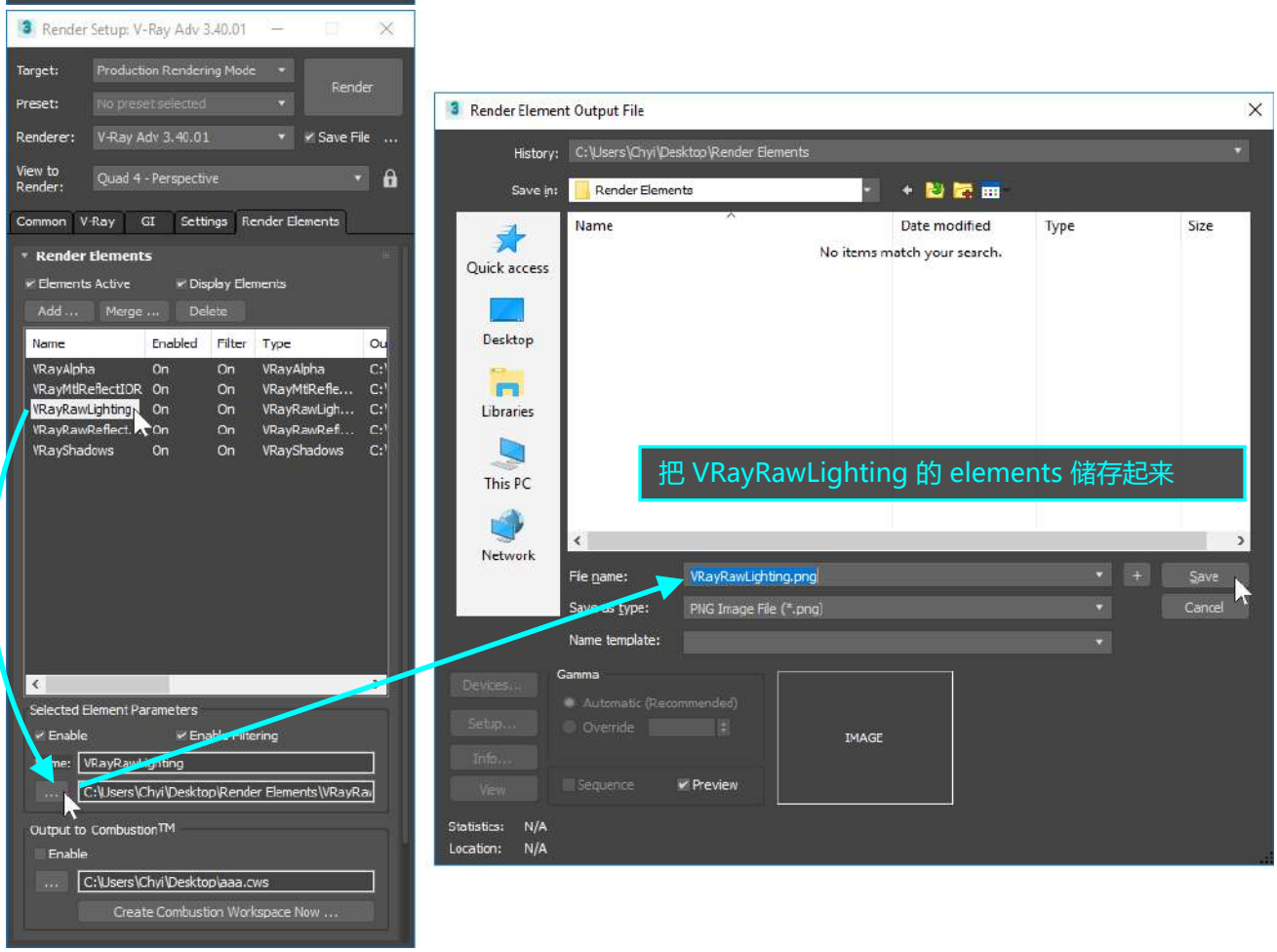
选好后，按 OK

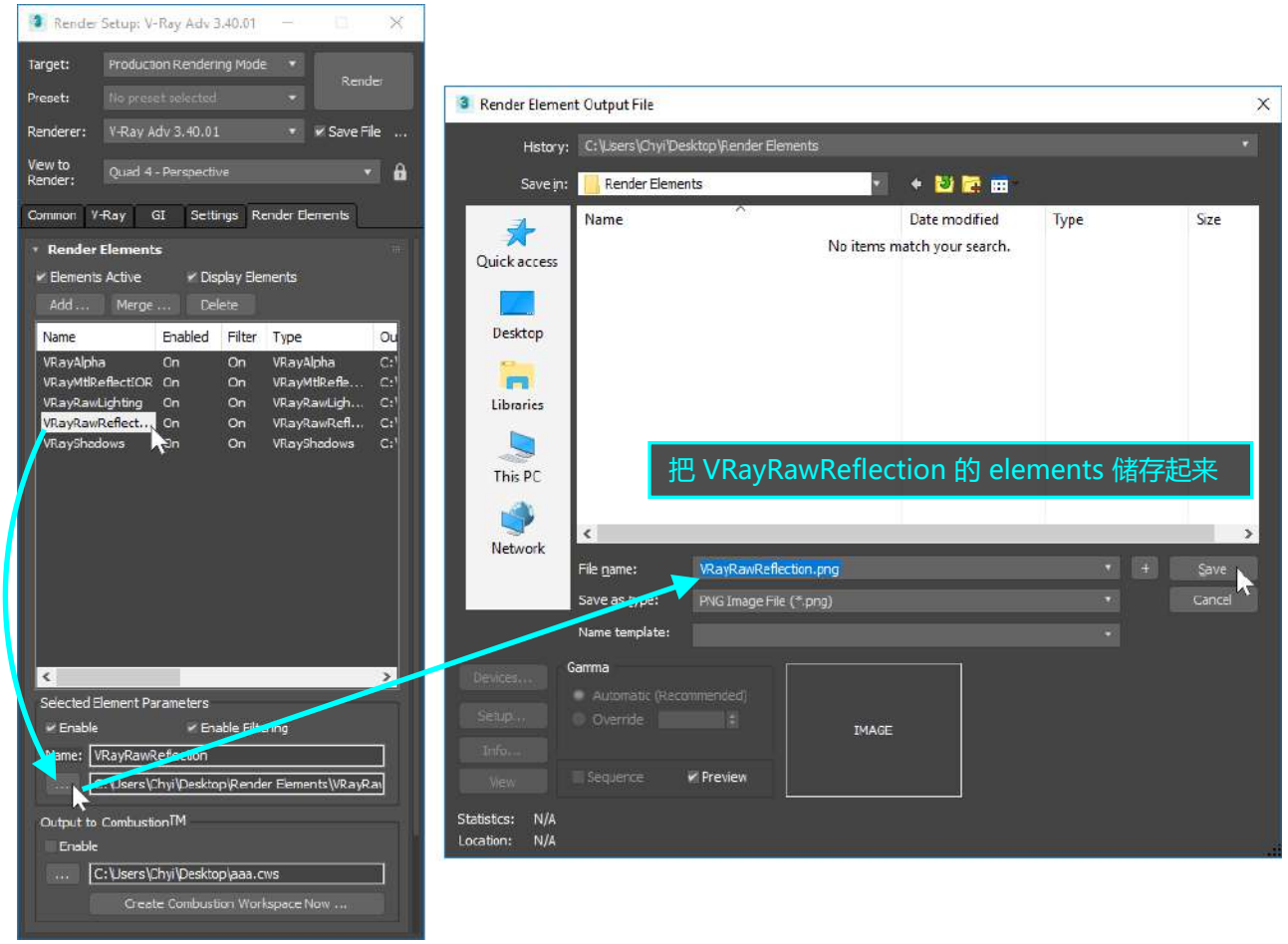


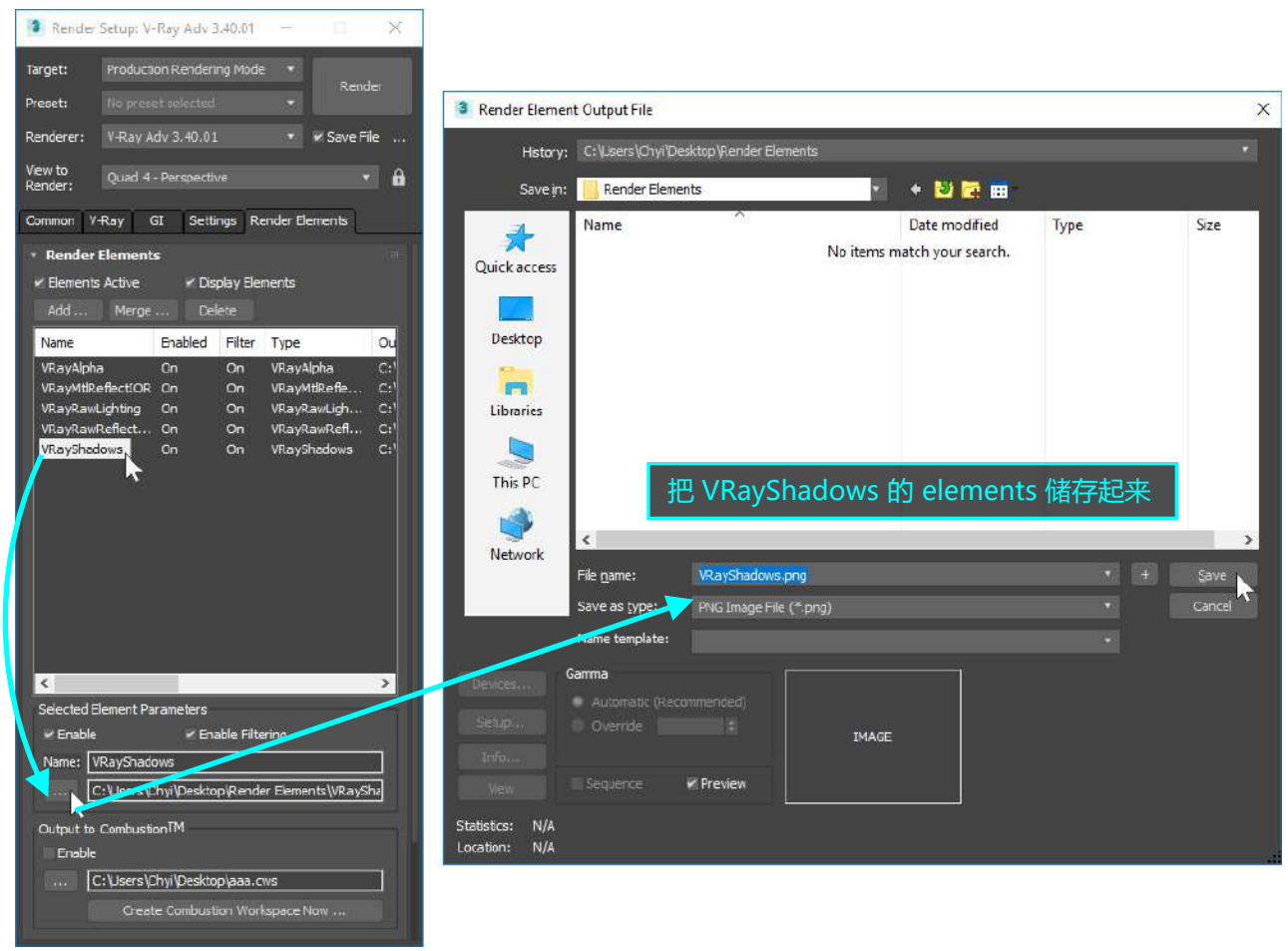


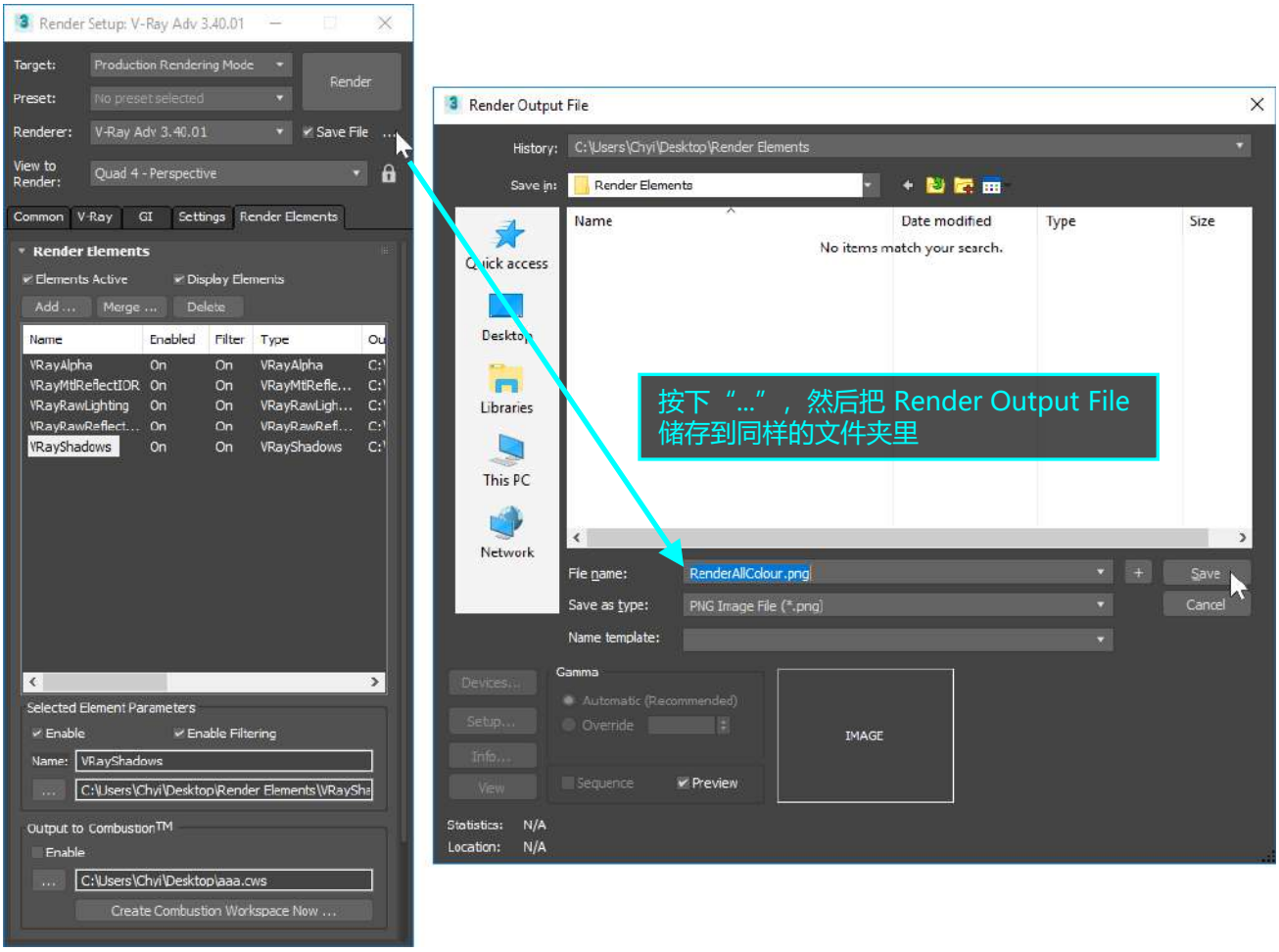
把 VRayAlpha 的 elements 储存起来


Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add ... Merge ... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectIOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name: VRayMtlReflectIOR
C:\Users\Chyi\Desktop\Render Elements\VRayMtl
Output to Combustion™
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name Date modified Type Size
No items match your search.
把 VRayMtlReflectIOR 的 elements 储存起来
File name: VRayMtlReflectIOR.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A

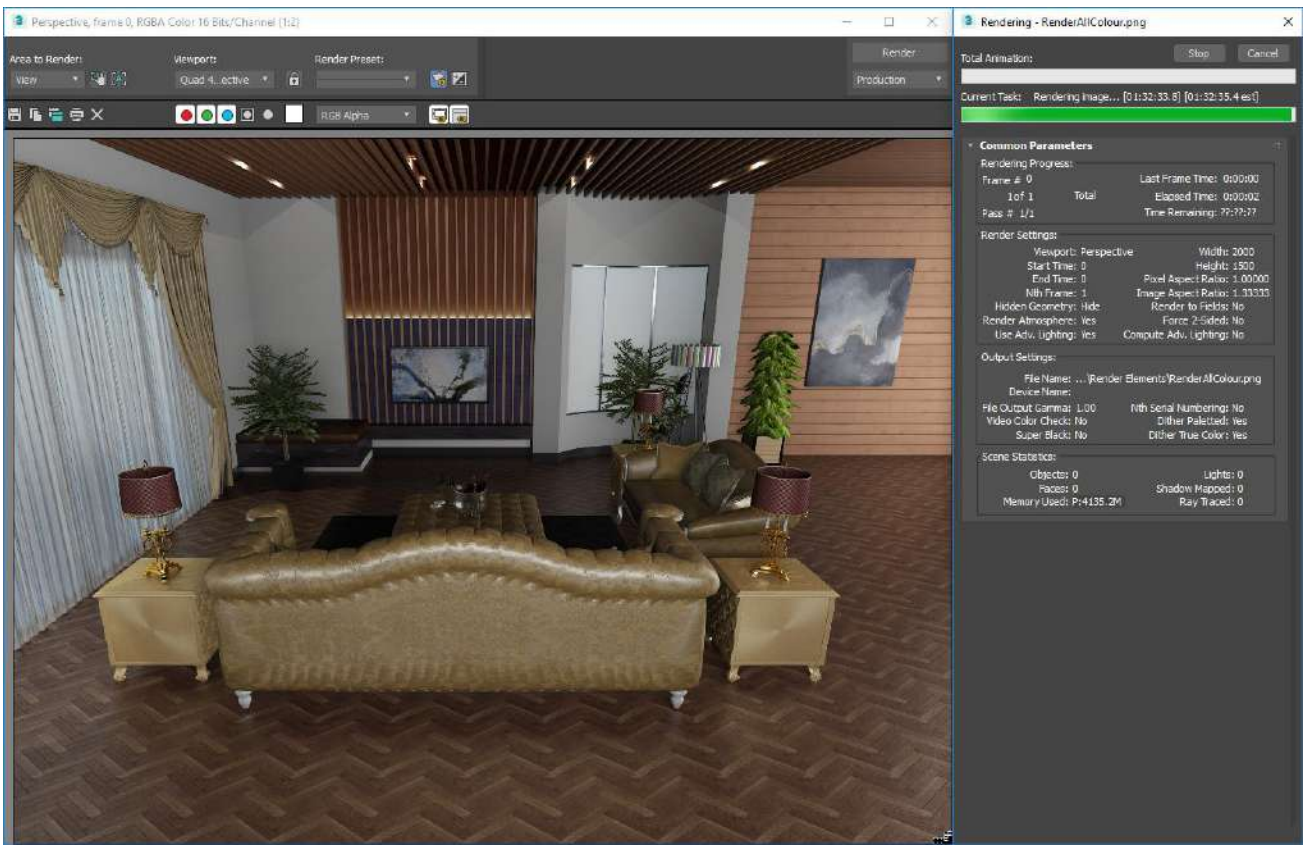

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Render
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add ... Merge ... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectIOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Name: VRayRawLighting
C:\Users\Chyi\Desktop\Render Elements\VRayRa
Output to Combustion™
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name Date modified Type Size
No items match your search.
把 VRayRawLighting 的 elements 储存起来
File name: VRayRawLighting.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A

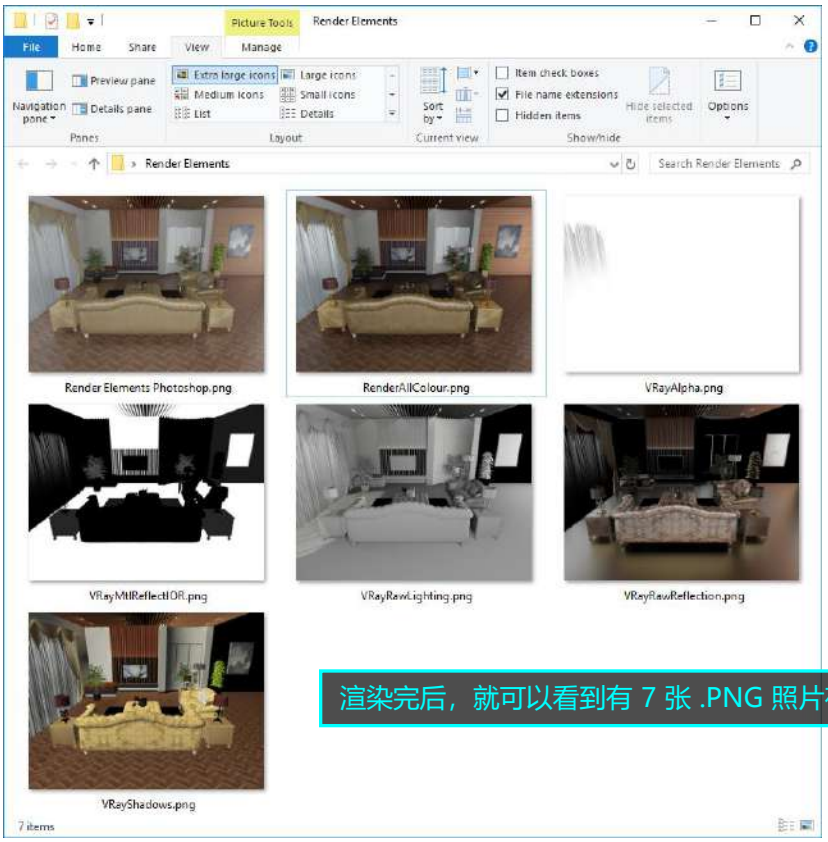

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Render
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add... Merge... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectGlOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name: VRayRawReflection
C:\Users\Chyi\Desktop\Render Elements\VRayRaw
Output to CombustionTM
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
把 VRayRawReflection 的 elements 储存起来
File name: VRayRawReflection.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A

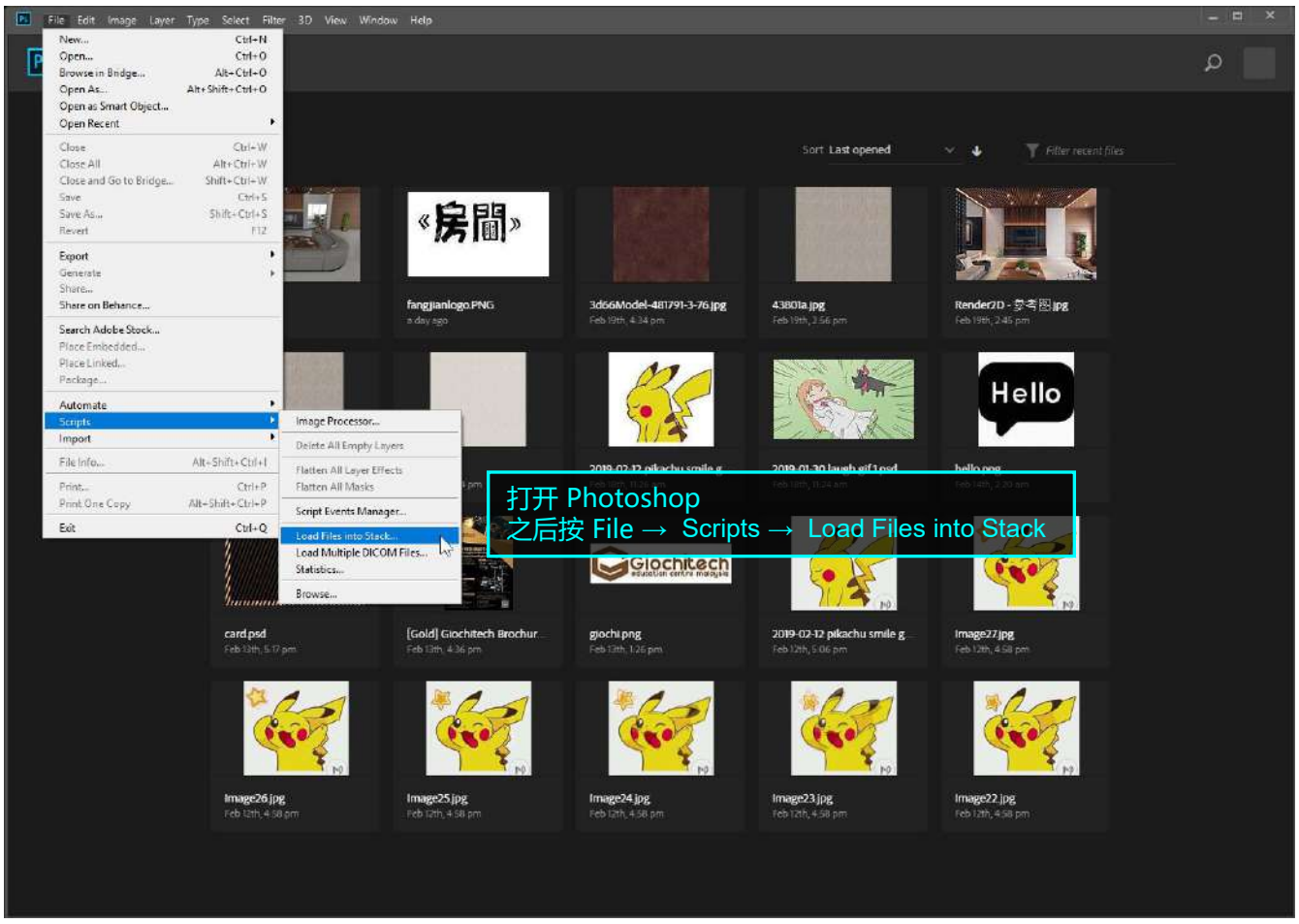

Render Setup: V-Ray Adv 3.40.01
Target: Production Rendering Mode
Preset: No preset selected
Renderer: V-Ray Adv 3.40.01
Save File
View to Render: Quad 4 - Perspective
Render
Common V-Ray GI Settings Render Elements
Render Elements
Elements Active
Display Elements
Add... Merge... Delete
Name Enabled Filter Type
VRayAlpha On On VRayAlpha
VRayMtlReflectGlOR On On VRayMtlRefle...
VRayRawLighting On On VRayRawLigh...
VRayRawReflect... On On VRayRawRefl...
VRayShadows On On VRayShadows
Selected Element Parameters
Enable
Enable Filtering
Name: VRayShadows
C:\Users\Chyi\Desktop\Render Elements\VRaySha
Output to CombustionTM
Enable
C:\Users\Chyi\Desktop\aaa.cws
Create Combustion Workspace Now ...
Render Element Output File
History: C:\Users\Chyi\Desktop\Render Elements
Save in: Render Elements
Quick access
Desktop
Libraries
This PC
Network
Name
Date modified
Type
Size
No items match your search.
把 VRayShadows 的 elements 储存起来
File name: VRayShadows.png
Save as type: PNG Image File (*.png)
Name template:
Save
Cancel
Devices...
Setup...
Info...
View
Gamma
Automatic (Recommended)
Override
Sequence
Preview
IMAGE
Statistics: N/A
Location: N/A

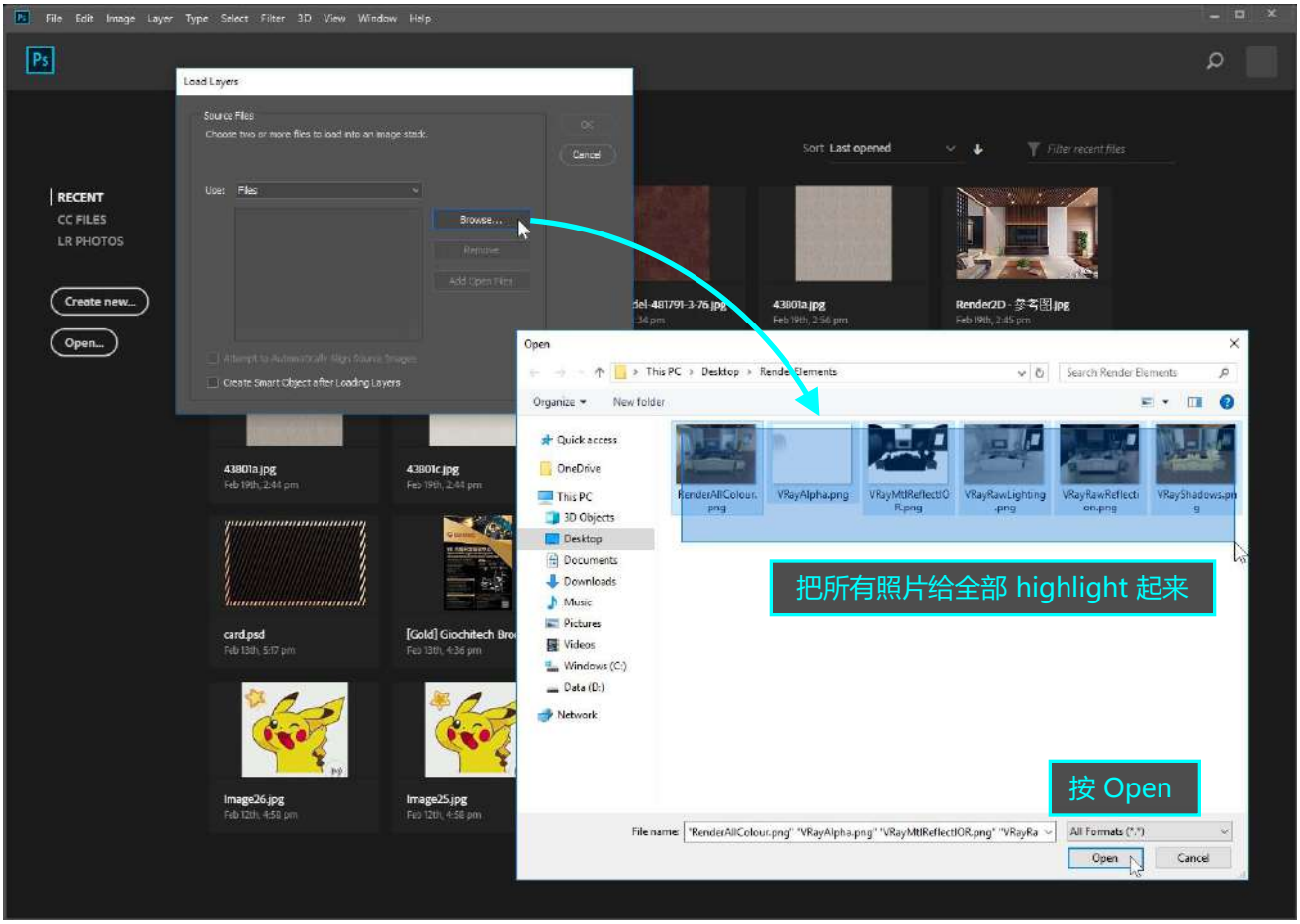


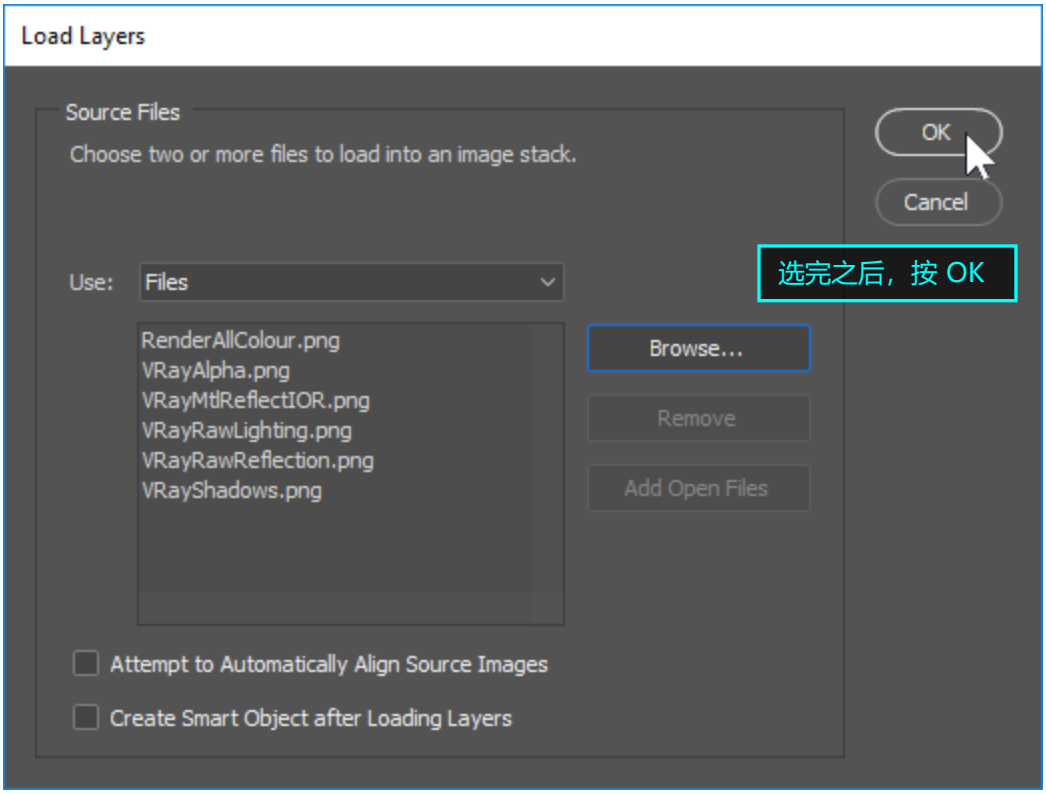
渲染 Render Elements 当中...

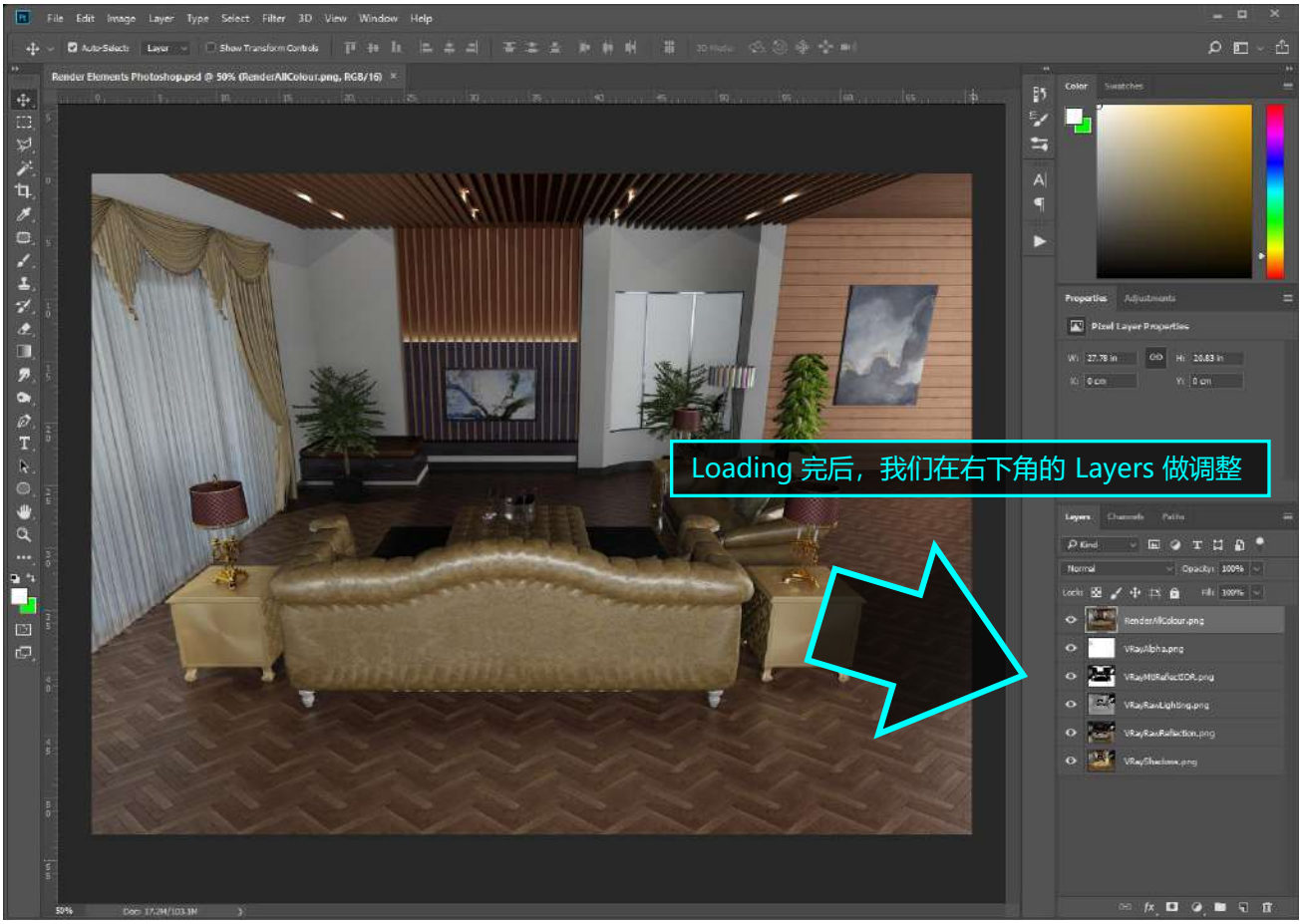


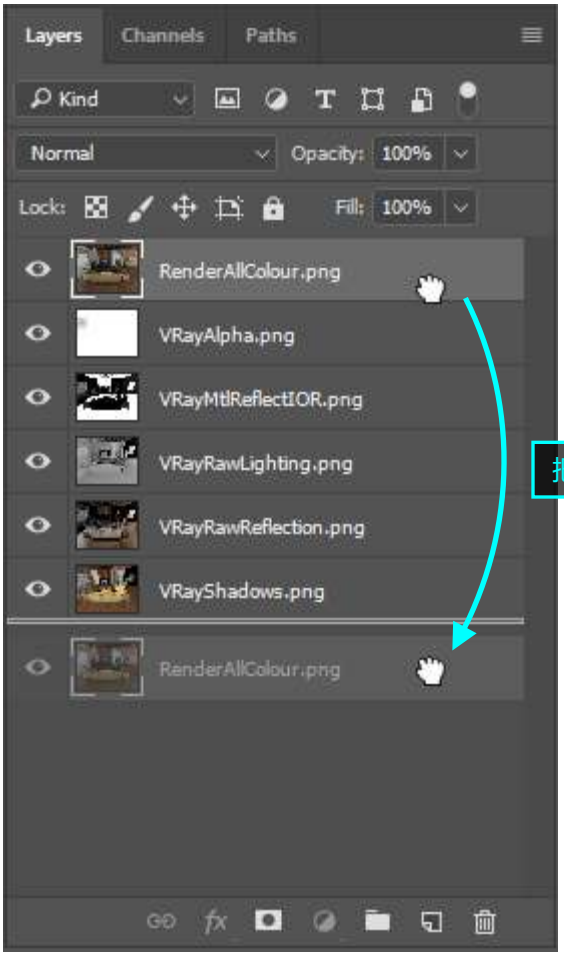

Render Elements
Render Elements Photoshop.png
RenderAllColour.png
VRayAlpha.png
VRayMtlReflectIOR.png
VRayRawLighting.png
VRayRawReflection.png
VRayShadows.png
7 items
渲染完后，就可以看到有 7 张 .PNG 照片在文件夹里


File Edit Image Layer Type Select Filter 3D View Window Help
New... Ctrl+N
Open... Ctrl+O
Browse in Bridge... Alt+Ctrl+O
Open As... Alt+Shift+Ctrl+O
Open as Smart Object...
Open Recent
Close Ctrl+W
Close All Alt+Ctrl+W
Close and Go to Bridge... Shift+Ctrl+W
Save Ctrl+S
Save As... Shift+Ctrl+S
Revert F12
Export
Generate
Share...
Share on Behance...
Search Adobe Stock...
Place Embedded...
Place Linked...
Package...
Automate
Scripts
Import
File Info... Alt+Shift+Ctrl+I
Print... Ctrl+P
Print One Copy Alt+Shift+Ctrl+P
Exit Ctrl+Q
Image Processor...
Delete All Empty Layers
Flatten All Layer Effects
Flatten All Masks
Script Events Manager...
Load Files into Stack...
Load Multiple DICOM Files...
Statistics...
Browse...
Sort: Last opened
Filter recent files
fangjianlogo.PNG
3d66Model-481791-3-76.jpg
43801a.jpg
Render2D - 参考图.jpg
Hello
card.psd
[Gold] Giochitech Brochur...
giochi.png
2019-02-12 pikachu smile g...
Image27.jpg
Image26.jpg
Image25.jpg
Image24.jpg
Image23.jpg
Image22.jpg
打开 Photoshop
之后按 File → Scripts → Load Files into Stack

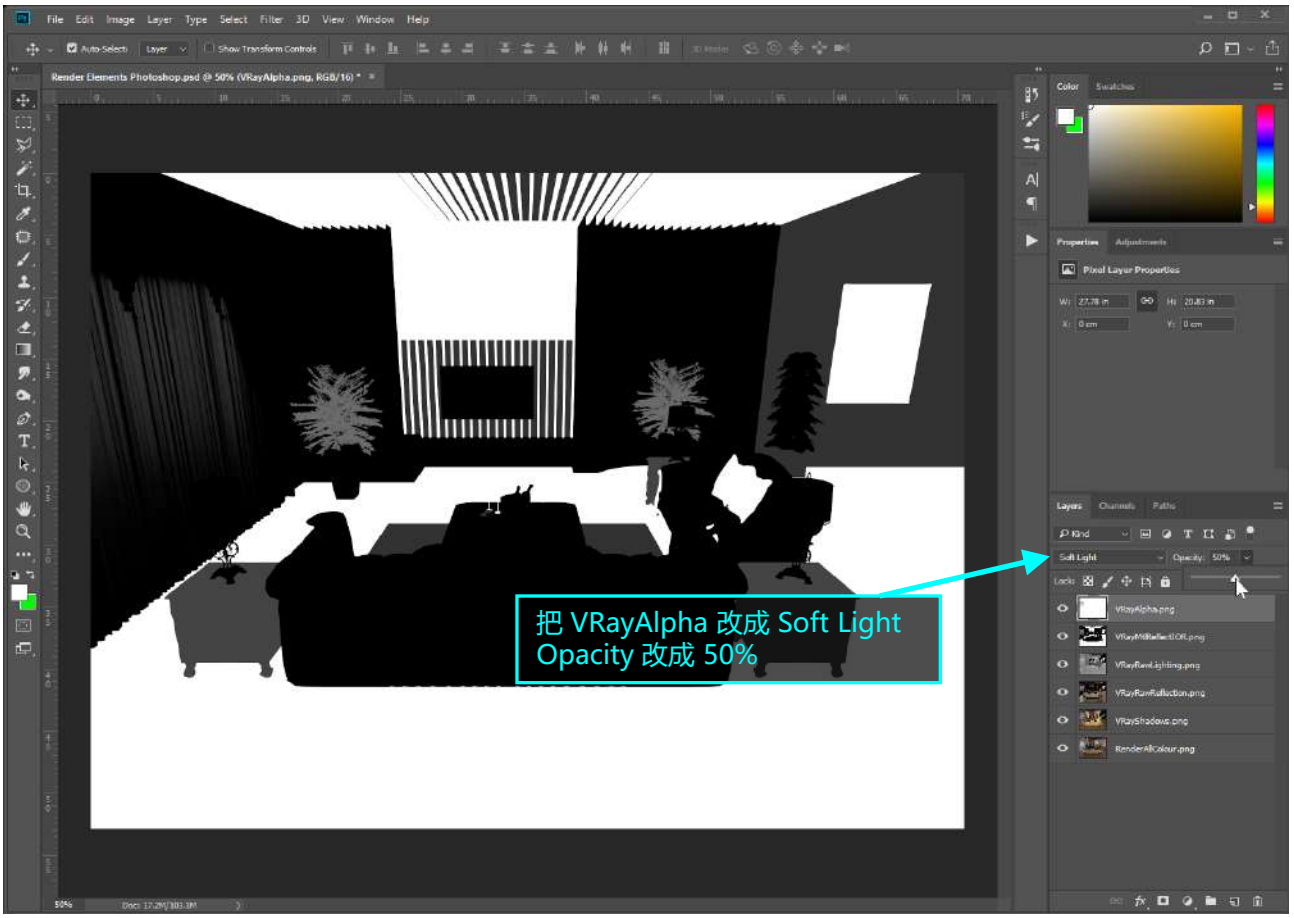

把所有照片给全部 highlight 起来
按 Open

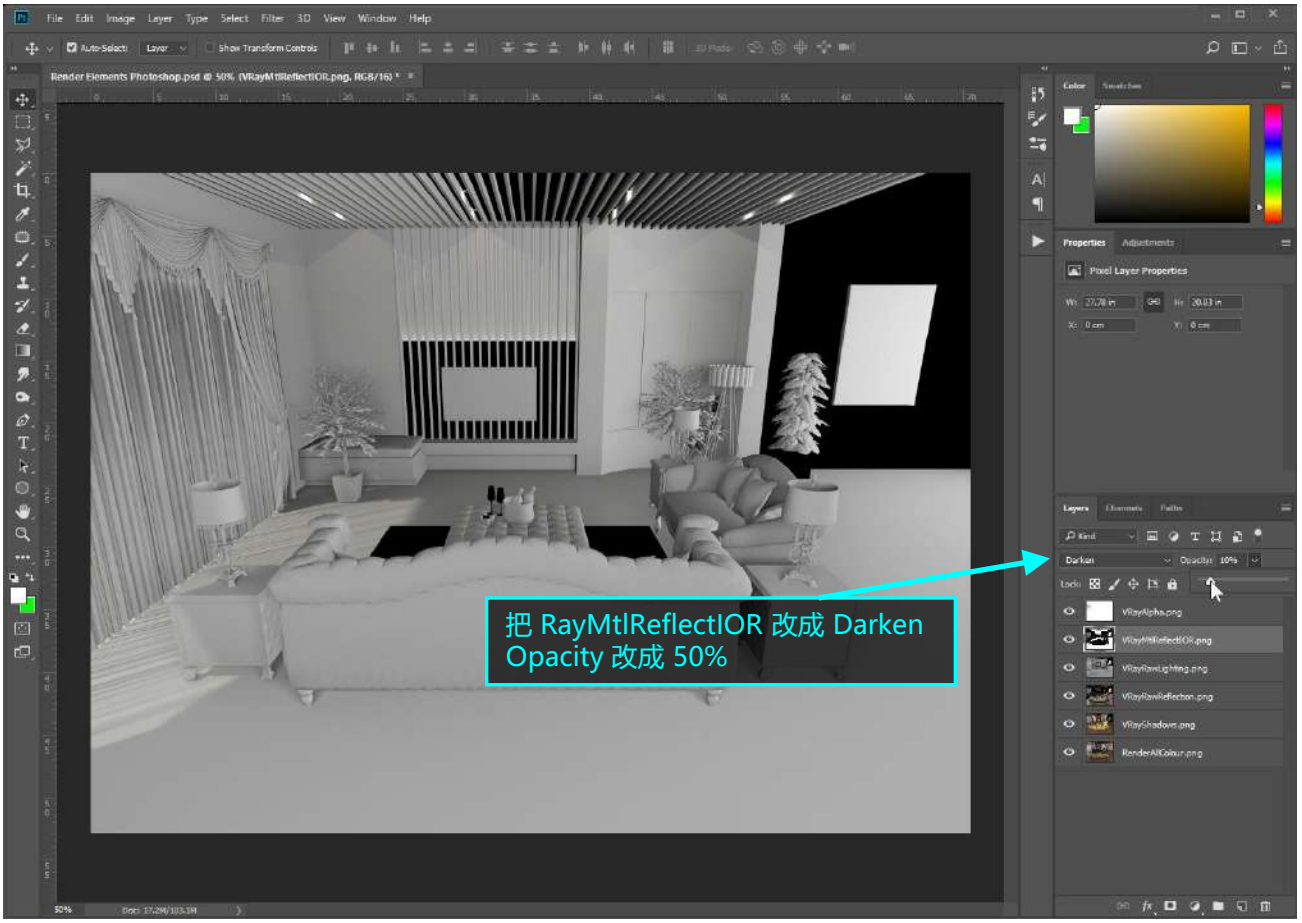

Load Layers
Source Files
Choose two or more files to load into an image stack.
OK
Cancel
选完之后，按 OK
Use:
Files
RenderAllColour.png
VRayAlpha.png
VRayMtlReflectIOR.png
VRayRawLighting.png
VRayRawReflection.png
VRayShadows.png
Browse...
Remove
Add Open Files
Attempt to Automatically Align Source Images
Create Smart Object after Loading Layers

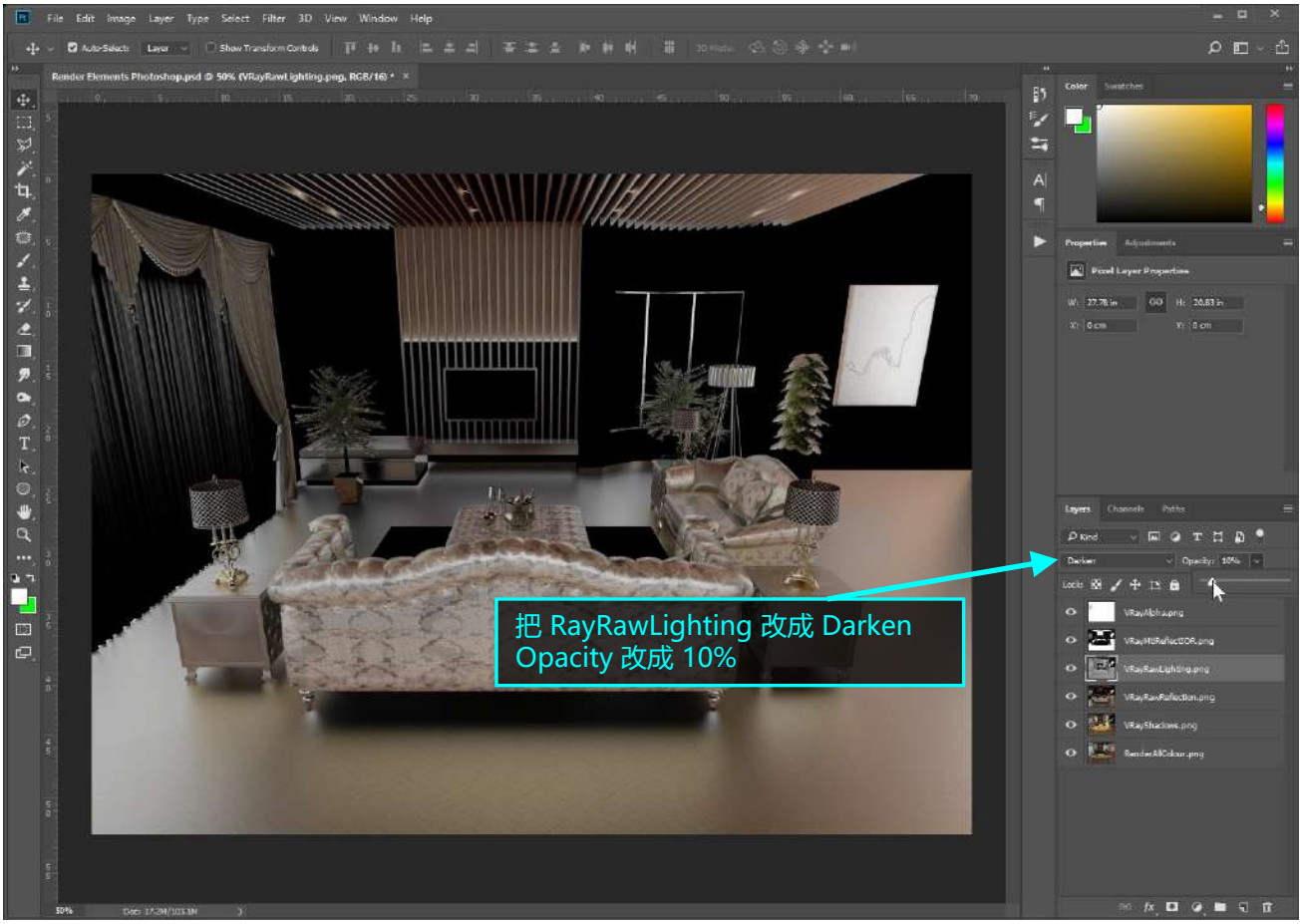


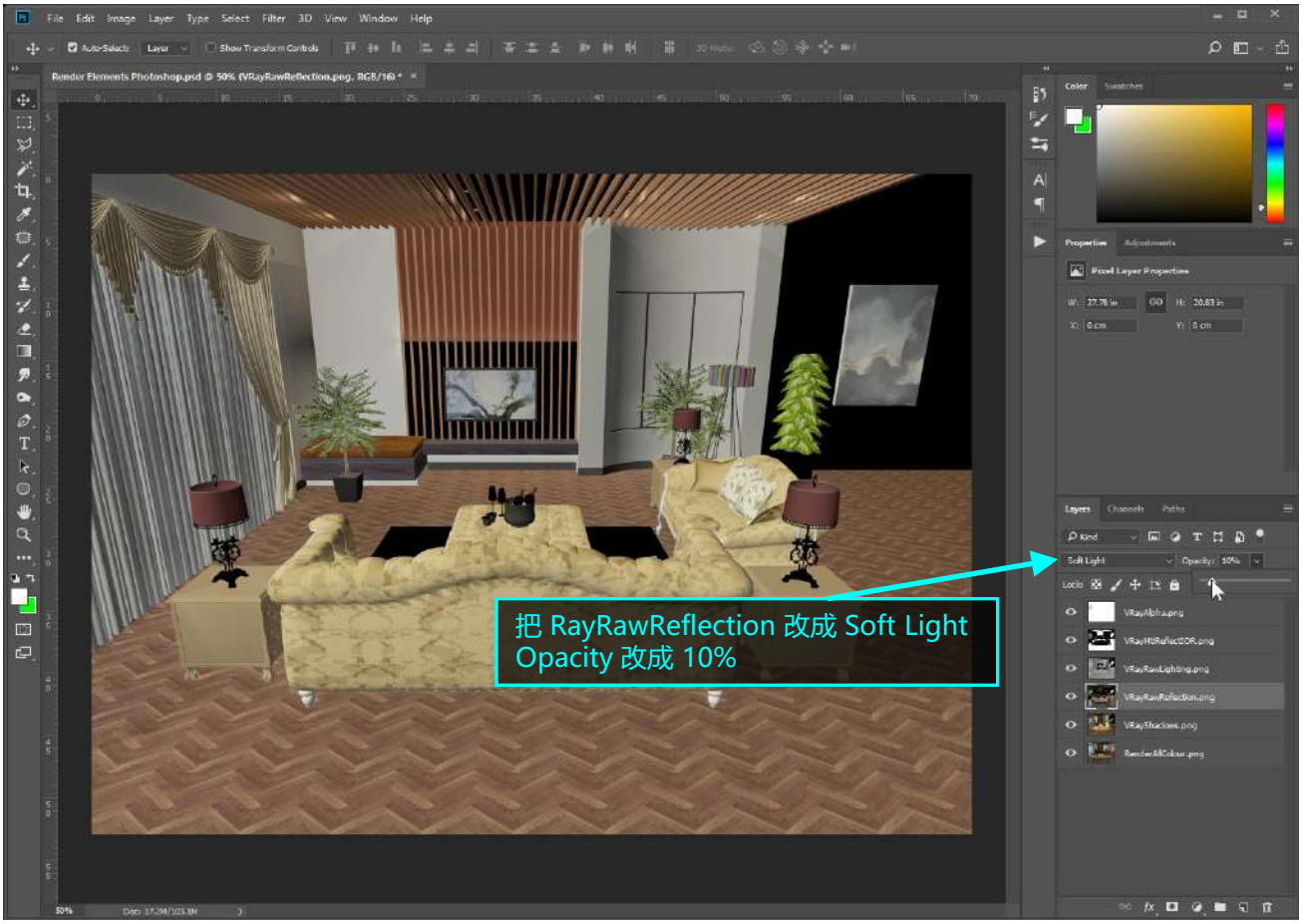


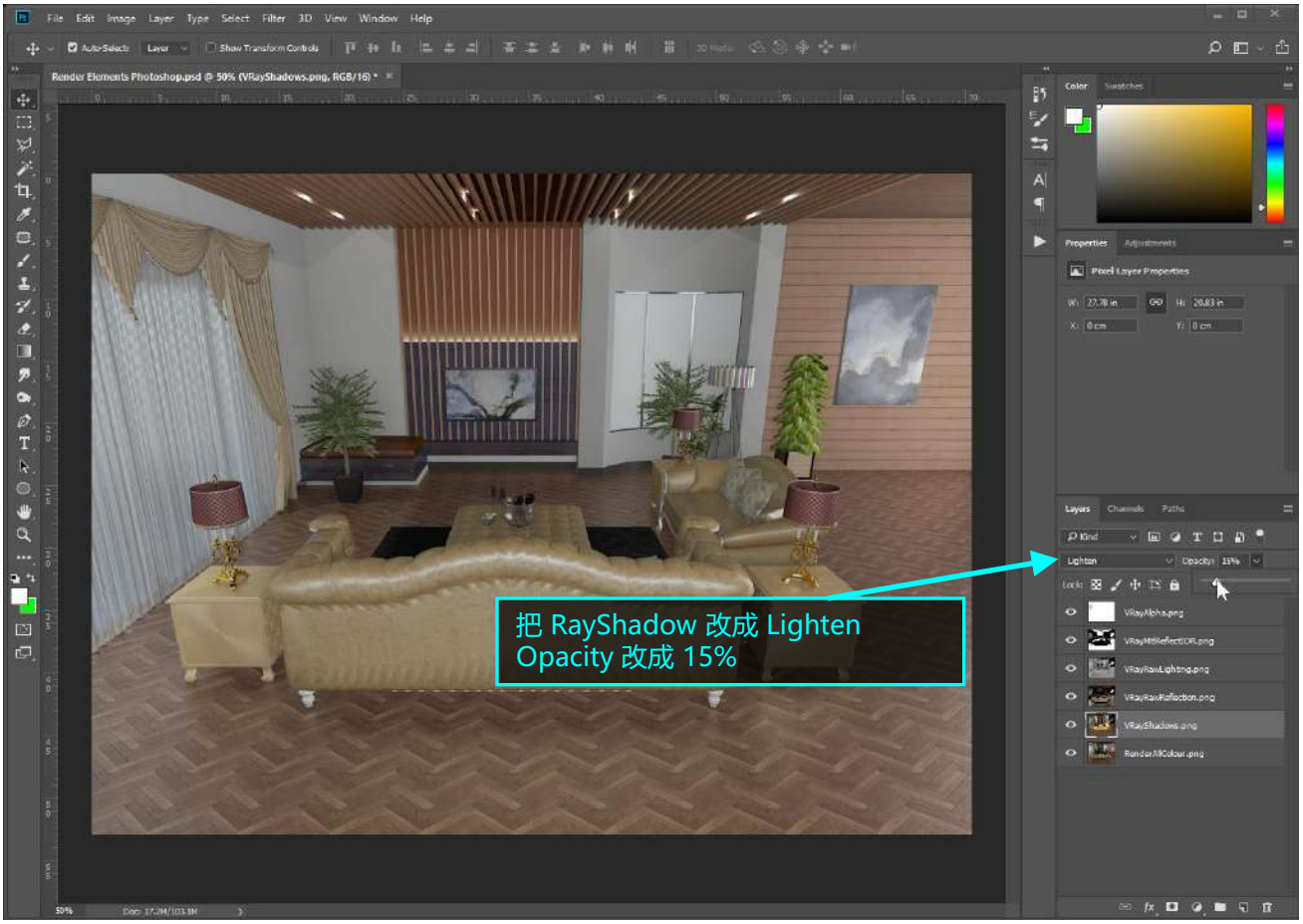
把 Render Output File 渲染的拉到最下面

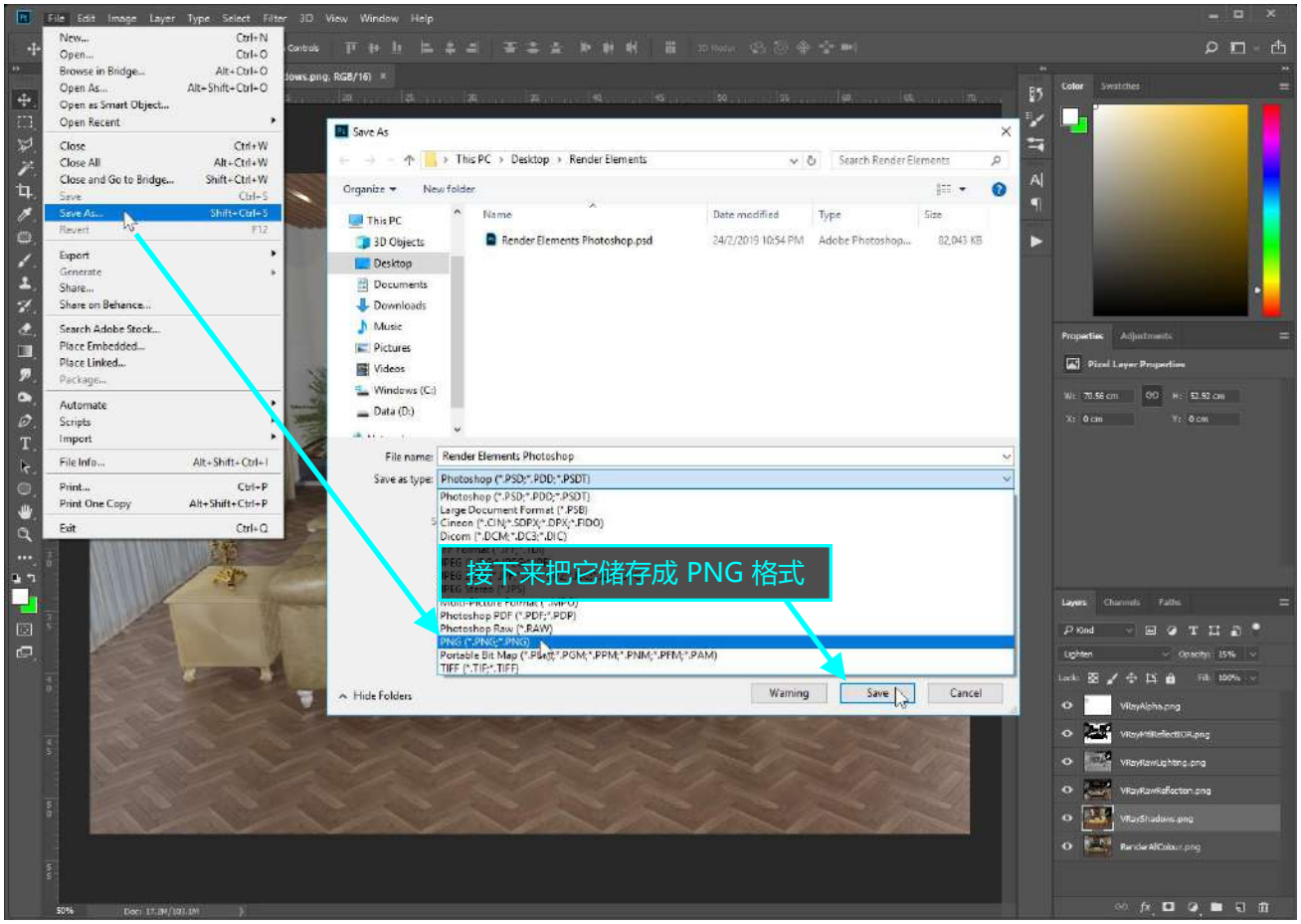

把 VRayAlpha 改成 Soft Light
Opacity 改成 50%


把 RayMtlReflectIOR 改成 Darken
Opacity 改成 50%


把 RayRawLighting 改成 Darken
Opacity 改成 10%


把 RayRawReflection 改成 Soft Light
Opacity 改成 10%


把 RayShadow 改成 Lighten
Opacity 改成 15%


接下来把它储存成 PNG 格式